

100% PlayStation 0% Fair

ISSUE 121

# PowerStation

THE UK'S NO.1 PLAYSTATION TIPS MAGAZINE

## KING KONG

**MONKEY MASTERCLASS!**

- ▶ Complete guide!
- ▶ Weapon locations!
- ▶ Survival tactics!



**Grand Theft  
Auto**

**Liberty City Stories**



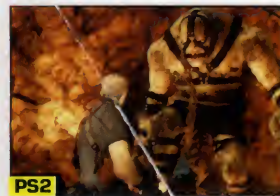
SONY

**complete mapped  
guide! all the  
cheats and secrets**

**EVERY  
PS2  
HINT, CHEAT  
& SECRET**

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9000  
CHEATS  
& TIPS**



PS2

**RESIDENT  
EVIL 4**

**MAPPED!** The final half of the detailed walkthrough guide!



PSP

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FORCE**

**BEATEN!** Top tactics to beat every mission in the game!

**PLUS**

- ▶ FIFA 06
- ▶ MORTAL KOMBAT SHAOLIN MONKS
- ▶ TOTAL OVERDOSE
- ▶ TONY HAWK'S AMERICAN WASTELAND

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**GTA**

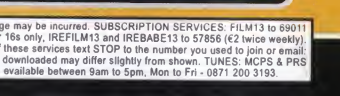
Questions answered!

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**B\*\*\*\*\*!**

**B\*\*\*\*\*!**



# 100% PlayStation 0% fair PowerStation #121

## INTRO

### WELCOME



#### WELCOME ONCE AGAIN

to the UK's best-selling tips magazine. We've got the most detailed guides to all the latest big games in this issue – including complete solutions to the gargantuan *King Kong* on the PS2 and the pocket-sized (but still huge) *Grand Theft Auto: Liberty City Stories* on the PSP. Yes, when we put a game on our cover, we actually have a guide for it inside and not just a preview! So, once again, I must ask you to beware pale imitations – remember, there's only one POWERSTATION!

This month we also bring you the second half of our *Resident Evil 4* solution and a complete guide to *Pursuit Force* on the PSP. Plus, of course, all the latest cheats and secrets for PS2 and PSP, along with a complete A-Z tips database at the back. Another thing: all our cheats are fully tested, unlike the dodgy ones we've seen in certain other magazines!

**PHIL KING**  
Group Tips Editor

### IN THIS ISSUE...

#### THE GUIDES

GRAND THEFT AUTO: LIBERTY CITY STORIES.....	018
KING KONG.....	046
PURSUIT FORCE.....	086
RESIDENT EVIL 4.....	062

#### NEW CHEATS

ALL THE LATEST PS2 & PSP CODES & SECRETS.....	006
---	-----

#### A-Z OF TIPS

THE COMPLETE DATABASE OF PS2 & PSP TIPS.....	106
--	-----

### THE TIPSTERS

#### PHIL KING

##### THIS MONTH HE HAS BEEN MOSTLY PLAYING: VIRTUA TENNIS: WORLD TOUR



GROUP EDITOR

Still madly in love with his new lady-friend, Phil has even taken the trouble to program her likeness into his copy of *Virtua Tennis: World Tour* on the PSP so he can take her wherever he goes. Hmm. At least he's lost his bananas fascination with the monkeys in *Ape Academy*... Or so we thought until he came back from a visit to Monkey World with a load of monkey merchandise including a chimp hand puppet!

#### SIMON GRIFFIN

##### THIS MONTH HE HAS BEEN MOSTLY PLAYING: GRAND THEFT AUTO: LIBERTY CITY STORIES



DEPUTY EDITOR

No, that's not a gun in his pocket and he's not pleased to see you: all this month Simon has been toting a PSP loaded with *GTA: Liberty City Stories*. Apart from trying to look dead hard in the 'hood' (ie Boumemouth town centre) and then legging it from anyone who looks remotely like a potential mugger (including old ladies), he's been working on the ultimate solution for this issue.

#### DOM WALSH

##### THIS MONTH HE HAS BEEN MOSTLY PLAYING: PETER JACKSON'S KING KONG



STAFF WRITER

He's big and hairy, monkeys around a lot and likes to beat his chest... but enough about Dom. However, after playing *King Kong* solidly for this month's complete guide, he got so into character that he ended up climbing up the side of our office block while clutching a Barbie doll. Luckily, before the air force arrived, we managed to coax him down with the chance to play *Pursuit Force* on the PSP.

#### RYAN KING

##### THIS MONTH HE HAS BEEN MOSTLY PLAYING: RESIDENT EVIL 4



COMMUNITY EDITOR, X-360

He's got to the end of *Resident Evil 4* and completed his walkthrough solution for the main game, but he's still having nightmares about those baghead blokes. He's also starting to look a little pale and though he claims to not be having any problem sleeping, friends are starting to worry that the sheer horror of playing the whole game has got to him. Either that, or he's turning into a zombie himself. Hard to say...

MEET THE  
COUNTRY'S  
TOP  
TIPSTERS!



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# PowerStation

## ▶ CONTENTS



ISSUE 121

# Grand Theft Auto

## Liberty City Stories

The complete guide to every mission, plus all the cheat codes, hidden packages, weapons and more!

Full Solution!  
Page 18

# KING KONG

Full Guide!  
Page 48

The only survival guide you need to complete it!

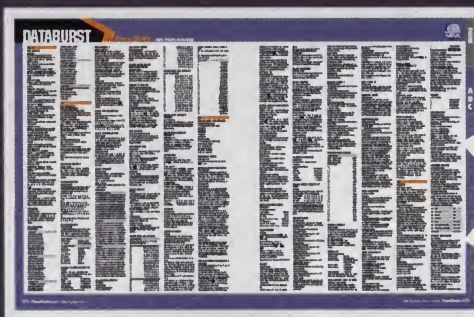
Get right to the end with this mapped guide!

Part Two!  
Page 64

# RESIDENT EVIL 4



**"Undoubtedly the most comprehensive collection of cheats the world has ever seen..."** *Databurst, page 106*



**WE'RE NO. 1!**

The best guides to the big games!

▶ IT ALL STARTS HERE

▶ **ESSENTIAL**

▶ **OTHER GAMES IN THIS ISSUE!**



**Full Guide!**  
Page 88

**PURSUIT FORCE**  
Every mission busted in this expert guide!

**CHEATS NEWS NETWORK 006**

All the latest PS2 and PSP cheats and secrets revealed!

**Q&A 010**

Dr Tippet gets to grips with all your gaming problems!

**HARDCOPY 014**

Tell us what you think about the world of videogames!

**GTA WISEGUYS 016**

Frankie The Finger sorts out all your GTA problems!

**ACTION REPLAY CODES 102**

Cheat your way to the top with the latest codes from Datel!

**SUBSCRIPTIONS 103**

Never miss another issue of your favourite magazine!

**COMPO CORNER 105**

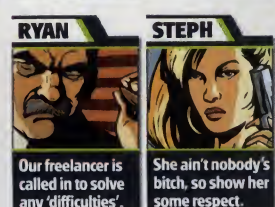
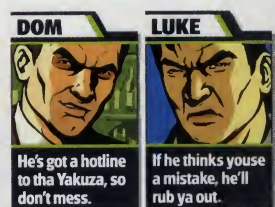
Win a DVD or a UMD of Mr & Mrs Smith, plus a PSP!

**NEXT MONTH 130**

Find out which games we'll be solving in the next issue!

▶ **THE TEAM**

The team love their jobs so much, they actually BECOME their games...



**FIFA 06**

Manage any team you like straight away (even the five-star sides) with this clever trick! 007



**MORTAL KOMBAT SHAOLIN MONKS**

Cheat codes to unlock Sub-Zero, Scorpion and Mortal Kombat II! 006



**TOTAL OVERDOSE**

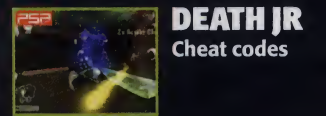
Overdose on these codes for maximum health, all the weapons and more! 006



**DEAD TO RIGHTS: RECKONING**  
Super cheat 009



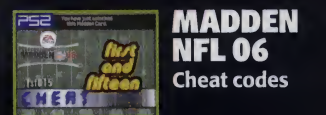
**SLY 3: HONOR AMONG THIEVES**  
Cheat code 006



**DEATH JR**  
Cheat codes 009



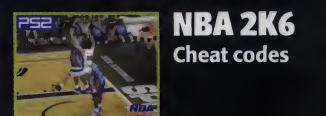
**SSX ON TOUR**  
Cheat codes 007



**MADDEN NFL 06**  
Cheat codes 008



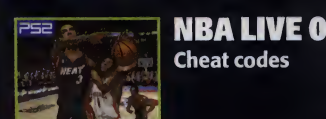
**THE SUFFERING: TIES THAT BIND**  
Cheat codes 009



**NBA 2K6**  
Cheat codes 008



**TONY HAWK'S AMERICAN WASTELAND**  
Cheat code 006



**NBA LIVE 06**  
Cheat codes 006



**X-FILES: RESIST OR SERVE**  
Cheat codes 007

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# CNN

## CHEATS NEWS NETWORK

### Mortal Kombat: Shaolin Monks

We all know who the popular characters are in this game. And they're not monks. Get them and the bonus game with these cheats.

#### CHEAT CODES

On the main title screen, hold **LT** and enter these codes:

**Unlock Scorpion In Story Mode**

□, ↑, **LT**, **RB**, ←, →, □

**Unlock Sub-Zero In Story Mode**

□, ↓, ↑, **LT** x2, ↑, □

**Unlock Mortal Kombat II In Kontent Menu**

□, ↑, ↓, →, ←, **R2**, □



Unlock your favourite characters.



Ah, this takes us back... *Mortal Kombat II*.

### Tony Hawk's American Wasteland

There are always loads of cheats tucked away in *Tony Hawk's*, so we're sure there are more codes to come, but here's one for starters...

#### PLAY AS MAT HOFFMAN

Go to the Options screen and select Cheat Codes, then enter **the\_condor** as a case-sensitive code. Now start a game in Classic, High Score/Free Skate or Online Play mode and choose Secret Skaters on the skater selection screen. You can now select to skate as Mat Hoffman.



Unlock Mat Hoffman as one of the Secret Skaters.



Here's the legendary Mat (without his BMX bike).

### Sly 3: Honor Among Thieves

Take to the Dutch skies with confidence with this cheat.

#### CHEAT

##### FLY THE TOONAMI PLANE

While flying the original plane, pause the game and enter **R1** x2, **→**, **↓** x2, **→**. When you unpause the game, you'll be flying the Toonami plane.



Enter the cheat and your plane will look like this.

### Total Overdose

Mexico can be a pretty rough place. If you're struggling to wreak your revenge, just whip out these cheats for el macho gringo loco!

#### CHEAT MODE

During play, hold **L1**+**L2**+**L3**+**R1**+**R2**+**R3** for about three seconds, then quickly enter one of the following codes. There is no confirmation message, so check your screen display.

All Loco Moves	□ x2, <b>L2</b> x2
All Weapons	△, <b>L1</b> , <b>R2</b> , □
Maximum Health	×, □, □, □
Maximum Rewindings	<b>R1</b> , <b>R2</b> , <b>L2</b> , ×



Overdose on maximum health.



Cause mayhem with the cheat codes.

### NBA Live 06

Harlem Globetrot your way to stardom with these two new shoes.

#### CHEAT CODES

Go to the 'NBA Live Codes' screen to enter these codes.

**S Carter III Shoe**

JZ3SCARTVY

**Adidas a3 Garnett 3 Shoe**

DR1239CZ49



Enter the codes to unlock some top trainers.





The UK's darkest PlayStation magazine!  
Price: £3.99

Exclusive review of *Prince Of Persia: The Two Thrones*. We 'report' on Sophie Howard fronting the *LA Rush* 'Dump The Hump' campaign. All the biggest games reviewed, such as *WWE Smackdown! Vs Raw*, *GTA: Liberty City Stories* and *Peter Jackson's King Kong: The Official Game Of The Movie*, with four expert opinions on every game...

OUT NOW!



The UK's best unofficial PlayStation magazine!  
Price: £3.99

This month's special boxed issue features four free gifts: a cheats disc, PSP magazine, quiz book and *Chronicles Of Narnia* supplement. There's also an exclusive review of *GTA Liberty City Stories* on the PSP, plus the hottest PS2 game reviews and all the latest news on the PlayStation3. Also, available from 1 December, issue 136 will boast a PS2 cheats disc, DVD video and PSP screen protector!

If there's a new cheat, code or secret, you'll find it here in our hot-off-the-press news section!

## SEND IN YOUR CHEATS

The best readers' tips printed each month in CNN earn their senders a PlayStation2 or PSP game, so keep writing in with your cheats, codes and secrets. However, before sending them, please check that they work – and that we haven't already got them in our Databurst section!

# ALL THE HOTTEST NEW PS2 & PSP CHEATS AND CODES!

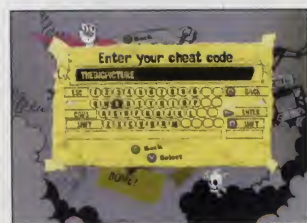
## SSX On Tour

It can be a cold, lonely place at the top of a snow-capped mountain, but you can become the king (or queen) of the slopes with our rampantly rock cheats.

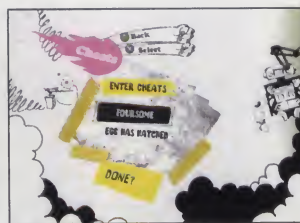
### PASSWORD CHEATS

Go to the Extras menu and select Cheats to enter these codes.

All Levels	BACKSTAGEPASS
All Clothing	FLYTHREADS
All Movies	THEBIGPICTURE
Infinite Boost	ZOOMJUICE
Monster Tricks	JACKALOPESTYLE
Snowball Fight	LETSPARTY
Stat Boost	POWERPLAY
Unlock Characters	ROADIEROUNDUP
Unlock Conrad (The Small Viking)	BIGPARTYTIME
Unlock Mitch Koobski (The Unicorn)	MOREFUNTHANONE
Unlock Nigel (Rocker)	THREEISACROWD
Unlock Ski Patrol Character	FOURSOME



Enter your codes on this screen.



The Ski Patrol Character is now yours.

## X-Files: Resist Or Serve

That's right, it's another case for Mulder and Scully. But if you're struggling to get your mitts on the truth, these may help...

### CHEAT CODES

Go to Game Settings and then select Cheats to enter these codes.

Unlock All Levels	R2, →, L2, ↑, ○
Unlock All Bonus Material	←, R1, L1, ↓, ○
Grenade Bullets	×, ○, △, L2, R2
Invincibility	↑, ○, ○, ×, ↓
One-Shot Kills	L2, ○, ↓, R1, ×
Unlimited Ammo	L1, L2, ×, R2, R1



Enter the code and a message will confirm it

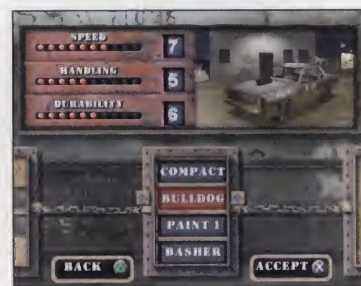


## Driven To Destruction

Crash, crash, bang, bang with all the unlockables with this handy cheat...

### CHEAT CODES

To unlock everything, on the main title screen press R1, R2, R1, ←, →, R1, ↓ x2.



Unlock all the cars and everything else!

## FIFA 06

Feeling more like Accrington Stanley than Chelsea? Start your managing career in style with this nifty trick and you'll be well on your way to the Champions League.

### CHEAT MODE

#### PLAY AS A FIVE-STAR TEAM IN MANAGER MODE

From the main menu, select Team Management, then Squads and choose a five-star team (eg Arsenal). Select the worst possible starting eleven and the team will no longer be rated at five stars. Now start Manager mode, select the team that you altered and put all their best players back in the line-up again. Note: Remember to change the squad back to its original set-up from the opening menu for other game modes.



Select all the reserves for your team...



Then it won't be five stars any more!

## Midway Arcade Treasures 3

Relive the days of arcade glory with the help of this great code.

### CHEAT

#### RUSH 2049: CHEAT MENU

On the *Rush 2049* main menu, highlight Options and press L1 + R1 + ○ + ×.



Enter the code here unlock the Cheats option.



# CNN

» CHEATS NEWS NETWORK



## NBA 2K6

Hit some long-range three-pointers and dominate the hoop with these codes – including some for the Power Bar vending machine.

### CHEAT CODES

Select Features then Codes to enter these case-sensitive passwords...

Nike Up Tempo Pro Shoes	anklebreakers
Nike Zoom 20-5-5 Shoes	lebronsummerkicks

### VENDING MACHINE CODES

Select Features then The Crib and go to the Power Bar vending machine (on your right). Move down to the bottom selection, 'Enter Code', to enter these case-sensitive codes. Follow the on-screen instructions for how to activate them.

+10 Defensive Awareness	lockdown
+10 Offensive Awareness	getaclue
Power Bar Tattoo	pbink
No Injuries	noinjury
Unlimited Stamina	nrgmax

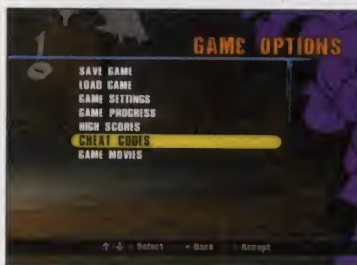
### MAX STAMINA & DURABILITY

Select any one of the Power Bars from the vending machine in The Crib. You'll receive +5 Stamina and Durability for your next game (this only works once).



## Tony Hawk's Underground 2

If you can't get the points to progress, don't fret. As any self-respecting underground skater knows, you have to cheat now and then. Open up the game with these two codes.



Go to the Cheat Codes option and select it.

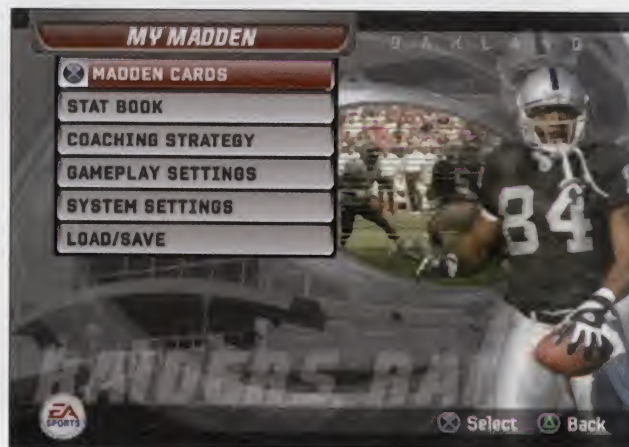


Enter your codes here to unlock everything.

### CHEAT CODES

Enter these in the Cheats menu.

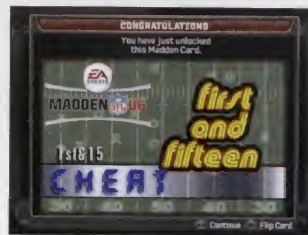
All Levels	d3struct
Unlock All Main Skaters	costars!



Select the Madden Cards option, then Madden Codes to enter the cheats.

## Madden NFL 06

Playing like an Englishman? Thrash the Cowboys with these cheat codes!



This one makes it harder for the opponent.

### MADDEN CHEAT CARD CODES

Select My Madden, Madden Cards and then Madden Codes. When prompted to enter a code, enter the following case-sensitive codes to obtain Cheat Cards.

CARD	PASSWORD
#188 1st & 15 (Silver)	2W4P9G
#190 Unforced Errors (Silver)	2Z2F4G
#192 Extra Credit (Gold)	3D8X6Z
#197 Da Boot (Silver)	3J3S9E
#195 Third Down (Gold)	3H3U7T



# ALL THE HOTTEST NEW PS2 & PSP CHEATS AND CODES!

## The Suffering: Ties That Bind

This game's causing the best of us to suffer more than we would like, but Baltimore Hell becomes a lot more bearable with these codes.

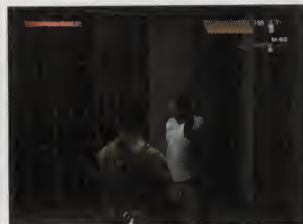
### CHEAT CODES

Hold **L1+R1+X** during gameplay to enter the following codes. A message will confirm correct entry.

Add 50 Reputation	↑ x2, →, ↑
Full Blood	↓, ↑, ←, →
Full Current Thrown Weapon	← x2, ↑, ↓, →, ←, → x2, R2
Full Hand Grenades	→ x3, ← x3
Full Medicine Bottles	→ x2, ↑ x2, R2, ←, →, R2, →, ↑, →, R2
Full Molotov Cocktails	↓ x3, ↑ x3
Full Torch	↑, ←, ↓, →, ↑, →, ↓, ←, R2
Hallucination Mode	← x2, R2, → x2, R2, ↑ x2, R2, ↓ x2, R2
Invincibility	↓, ↑, ↓, ↑
Maximum Evil Reputation	←, ↓, ←, ↓, ←, ↓, R2
Maximum Good Reputation	↑, →, ↑, →, ↑, →, R2
Maximum Insanity	→ x3, R2, ← x2, → x2, R2
Minus 50 Reputation	← x2, ↓, ↑
Monochrome Mode	↑, R2, ←, R2, ↓, R2, →, R2
Shotgun With Full Ammo	← x3, ↓ x3
Suicide	↓ x4
Weapons	↓, →, ↑, ←, ↓, R2, ← x2, → x2, R2, ↓, ↑, ←, →, R2
Zero Blood	↓, ↑, →, ←



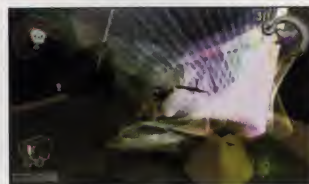
■ Hallucination Mode looks like this!



■ Get all the weapons right from the start.

## Death Jr

Just when you thought it was time to get back in your three-foot coffin, we unearth a load more codes to help the boy Death.



■ Strange monsters and mad scythe trails can be yours.



■ Cut the enemies down to size with this extra-large scythe.

### CHEAT CODES

Pause the game, then hold **L1+R1** while entering these codes. A sound will confirm correct entry.

Assist Extender	↑ x2, ↓ x2, △ x2, ⊗ x2, △ x2
Big Heads	△, ⊗, ⊗, ⊗, △, ↑, ↓, ←, ↑
Big Scythe	△, ⊗, ⊗, ⊗, △, ↑, ←, ↓, →, ↑
Bullet Holes Become Pictures	↑, →, ↓, ←, △, ⊗, ⊗, ⊗, △
Differently Coloured Monsters	↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗
Differently Named Attacks	↑ x2, ↓, ←, △ x2, ⊗, ⊗, ⊗, ⊗
Differently Named Weapons	↓ x2, ↑ x2, ←, →, ←, →, ⊗, △
Eyeddoors Open Without Souls	↑, ←, ↓, →, ←, △, ⊗, ⊗, ⊗, ⊗
Fill Pandora Assist Meter	↑ x2, ↓ x2, ↑, →, ↓, ←, ⊗ x2
Free Seep	← x2, → x2, ←, →, ←, →, ⊗ x2
Increased Health and Stamina	↑ x2, ↓ x2, ⊗, ⊗, △, ⊗, ⊗ x2
Strange Monsters & Scythe Trails	△, ↑, ⊗, →, ⊗, ↓, ⊗, ←, △, ↑
Unlimited Ammo	△ x2, ⊗ x2, ⊗, ⊗, ⊗, ⊗, →, ↓
Widget	→, ↑, ↓, ↑, △, ↑, ←, ⊗, △, →
Free All Characters & Unlock All Levels	↑ x4, ↓ x4, ⊗ x2

Note: You must enter any stage then re-enter the museum for this code to work.

### LEVEL WARP CODES

Pause the game, then hold **L1+R1** and enter one of these codes to warp instantly to the desired level.

WARP TO LEVEL	CODE
Advanced Training	↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗
The Basement	↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗
Basic Training	↑, △, ↑, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗
Big Trouble In Little Downtown	↑, △, ↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗
Bottom Of The Bell Curve	↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗
The Burger Tram	↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗
Burn It Down	↓, ⊗, ↑, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗
The Corner Store	↓, ⊗, ↑, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗
Final Battle	↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗
Growth Spurt	↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗
Happy Trails Insanitarium	↓, ⊗, ↓, △, ↑, ⊗, ↓, ⊗, ↓, ⊗
Higher Learning	↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗
How A Cow Becomes A Steak	↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗
Inner Madness	↓, ⊗, ↓, ⊗, ↑, △, ↓, ⊗, ↓, ⊗
Into The Box	↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗
Moving On Up	↓, △, ↑, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗
The Museum	↑, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗
My House	↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗
Seep's Hood	↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗
Shock Treatment	↓, ⊗, ↓, ⊗, ↓, △, ↑, ⊗, ↓, ⊗
Udder Madness	↓, ⊗, ↓, ⊗, ↑, ⊗, ↓, ⊗, ↓, ⊗

## Dead To Rights: Reckoning

Laugh in the face of danger and tweak the nose of terror with this one simple cheat. It makes bringing about all that reckoning as easy as A, B, C...

### SUPER CHEAT

To unlock everything (including all the levels and cheats), go to Edit Profile and enter your name as **DoggieStyle**, case-sensitive and with no extra spaces afterwards.



■ Unlock wacky cheats like this one, along with all the levels in the game.



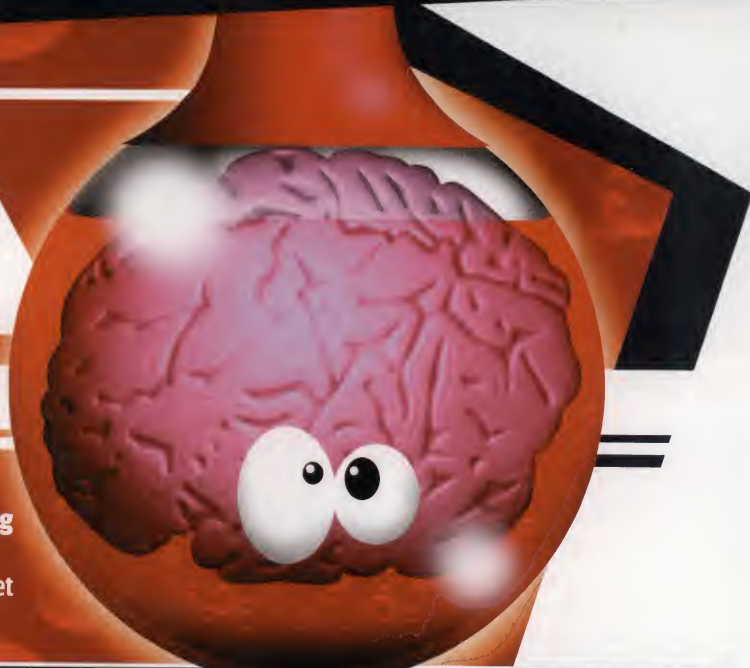
■ To get it working, just edit your name and re-enter it as DoggieStyle.



# Q&A

WITH YOUR HOST, DR TIPPETT

Got a problem on a PS2, PSone or PSP game? Well, our resident professor of gamesology, Dr Tippet, is here to help. Send your gaming questions to: Q&A, POWERSTATION, Paragon House, St Peters Road, Bournemouth BH1 2JS. Alternatively, visit the forum at [www.totalgames.net](http://www.totalgames.net) and ask your questions, or email [powerstn@paragon.co.uk](mailto:powerstn@paragon.co.uk)



■ If you get really stuck, give the Therapist a call.

| THE SIMS 2

## Need therapy

Help! I'm really stuck and am having real trouble trying to achieve the goals set for my Sim. Is there anything I can do?

**Gavin Shaw, Brighton**

■ Don't worry: there's a way round this. Buy a phone and stick it on the wall next to you. Use it, choose Services and call Therapist. The Therapist can change your list of goals and fears, essentially refreshing the tasks you need to achieve.



■ The easiest jobs are in security, fashion and art.

| THE SIMS 2

## Career advice

I could do with some career advice. Which job would you recommend for an easy life?

**Dave Powell, Swansea**

■ Videogames journalism! Only kidding... pay attention to the hours you have to work and the pay you receive. You obviously don't want a job with bad pay but a job with long hours is even worse, as this will leave little time to pursue goals and look after your mood sliders. The easiest jobs are found in Security, Fashion and Art. These jobs rely on Strength or Creative skills, which are extremely easy to build up. The worst



■ In Face-Off mode it's important you bide your time.

is in Politics - which relies on Charm, the hardest creative skill to build up. You also need to have a lot of friends for a promotion in a Politics job.

| BURNOUT LEGENDS

## Race tips

Do you have any tips for Face-Off mode? I'm finding it very difficult to defeat the rival car.

**Seb Faulkner, Taunton**

■ For starters, if you get more than a few seconds behind, start again. Like Pursuit mode, there's no way you'll catch up to the only other vehicle of any importance after a few nasty smashes.

| APE ACADEMY

## Monkey mayhem

How on earth do you do the Monkey Balancing mini-game? They keep tilting back whenever I move them forward. And how do I spot the Doppelganger in Enter The Monkey III?

**Pete Thomas, Liverpool**

■ It's pretty tricky, but the key to Monkey Balancing is to get your stack at a fairly low angle to the

ground (so their hat lights flash yellow) then tap → repeatedly, just fast enough to stop them falling over. Press ← to tilt forwards at the start, or if the angle gets too high.

In the Enter The Monkey III Doppelganger phase, you can tell the correct monkey as his movements are out of sync with all the others. Just look carefully along each row to spot him.



■ Get your monkey stack leaning over like this to make progress.





■ It can be tricky to score, but not if you know how.

No matter how many times you take your rival down, he'll keep coming back. So, rather than keep punishing him, try to keep on a level with him for the most part and go for the Takedown near the end of the course.

HEROES OF THE PACIFIC

## Top gun

I've managed to master the basics of flying and dogfighting, but I keep getting shot down in flames whenever I have to attack enemy ships. Do you have any ace tips for this?

**Simon Smith, Ramsgate**

■ The ships and carriers are well armoured and bristling with guns. Your choice of plane can help: torpedo-bombers are better against carriers; dive-bombers are better against battleships and cruisers. You can also use fighters to attack ships, but their GP bombs do less than half the damage that a special-purpose dive-bomb can inflict.

The advantage of using a fighter, or the upgraded Dauntless dive-bomber, is that they have rockets. The latter are useful for individually knocking out small zones on the ships (such as the bridge), and they can be fitted to planes along with bombs. With this combination (set up in the Workshop), you can use rockets as you approach the ship, and then switch to bombs as you pass it, maximising your use of explosive ordnance.

PRO EVOLUTION SOCCER 5

## Can't score

I'm finding it harder to score in the new version. How do you get past the goalie with your striker when you're one on one?

**Craig McFadden, Glasgow**

■ Unlike in previous versions, you'll find it difficult to dribble round the keeper, and will instead have to rely on planting a shot past him. To do this, run towards the goal at a diagonal, then cut your shot back past the keeper, to the side of the goal he has just come from. He won't be able to dive properly, and the ball should find the corner of the net.



■ Watch out for those red herrings...

FROM RUSSIA WITH LOVE

## Red herring

I'm playing on the first bonus level in the tunnels, but I'm stuck. I've killed all the guards in the first area, defused the bomb and blown up the big gas tanker, but I can't get up onto the gantries. It's driving me mad. Help!

**Lorraine Barnes, Aberystwyth**

■ You've been fooled. The real exit is through the wooden barrier past the explosive tanker. The walkways above are just for show.

To get through the barrier, you need explosives: either grenades or a bazooka. Go down the side of the flatbed rail truck nearest the wall (it has crates on it and is parked under a crane). At the end is an ammo supply, including some grenades. You can use them to destroy the wooden barrier. There are more of these barriers throughout the level, so make sure you save your grenades (and later, your bazooka) to get through them.

SNIPER ELITE

## Hidden enemy

I can't get past the first level. I've avoided the tanks and killed all the Russian soldiers, but someone keeps shooting me! The game said there was a sniper, but I can't find him. Is it a German? WHERE IS HE?

**Philip Gregory, Dunstable**

■ There's a Russian sniper on top of the partly destroyed building near the main square where you start (it's marked on your map as a good vantage point).

The best way to get him is to first meet your contact, then return to the west of the building. You'll have a vantage point of the sniper's position and can hit him when he sticks his head out. If you don't want to wait, try shooting at the building to hurry him along.

It's also useful to head into the almost-levelled building near where you start to pick up the machine gun from the dead German soldier at the start of the level. A bit of extra firepower never hurt anyone.

BROTHERS IN ARMS: EARNED IN BLOOD

## Look after your boys



■ Never move your team across empty ground without them having cover.

My squad are in trouble! I can complete all of the missions, but my squad always ends up losing lots of members. How can I keep them all safe for the whole of the game?

**Tom Harris, Croydon**

■ The most important thing to remember is to BE CAREFUL! There is no time limit for the missions and you and your troops are extremely vulnerable, so always take the time to check out areas before you move your boys in.

Second, never move your teams across empty ground without them having cover. If the other team can't give cover, suppress the enemy yourself. All of your automatic weapons, like the BAR, suppress the enemy much more quickly than either of your teams can. Grenades work well

too, if you have enough. Once the team is in cover, they can provide suppressing fire so you can move yourself.

When you encounter tougher enemies – such as tanks, machine-gun nests or field guns – your squad can draw their fire, but are also very vulnerable. Also they can't use Panzerfausts or explosives, so it's best to leave your men behind strong cover to draw enemy fire and deal with the enemy yourself.

As a last resort, if you die several times in a level, you'll be given the option to restart from the last checkpoint with your squad fully healed. So you can get to the final area and, if your squad is smaller than usual, die a few times to get back to full strength. It's not exactly honest, but who said life was fair?

**QUICK TIP!**  
Use one team to suppress the enemy while you flank them.



■ Remember, your squad can't use Panzerfausts or explosives: you might have to go alone.



# Q&A ONLINE

» ONLINE HELP FOR OUR READERS

Are you stuck on a game? Feel like there's no one left to turn to? About to give up altogether? Well, worry no more! Simply visit [www.totalgames.net/pm/152](http://www.totalgames.net/pm/152) and select the POWERSTATION forum. Post your problem in there and a member of the POWERSTATION team will be only too happy to help!



## Further Reading

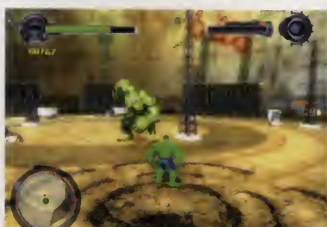


If you're still stuck on a game, then why not get the complete guide by ordering the relevant POWERSTATION back issue? Here's where you'll find guides to the most popular and problematic Q&A games (call 01454 642442 to check availability and to order)...

007: Everything Or Nothing	#98
Ape Academy	#119
Athens 2004	#103
Batman Begins	#117
Brothers In Arms: Road To Hill 30	#114
Brothers In Arms: Earned In Blood	#120
Burnout 3	#105
Burnout Revenge	#119
Burnout Legends	#119
Call Of Duty: Finest Hour	#110
Charlie And The Chocolate Factory	#118
Championship Manager 5	#115
Conflict Global Storm	#119
Delta Force - Black Hawk Down	#118 & #119
Destroy All Humans!	#116
Devil May Cry 3: Dante's Awakening	#113
Fantastic 4	#117
FIFA 06	#120
FIFA 2005	#107
Fight Night	#101
Fight Night Round 2	#115
Final Fantasy X-2	#98, #99 & #100
Forbidden Siren	#100
Full Spectrum Warrior	#113
The Getaway 2: Black Monday	#115
God Of War	#116
GoldenEye Rogue Agent	#109
Gran Turismo 4: Prologue	#102
Gran Turismo 4	#112 & #113
Grand Theft Auto: Vice City	#82, #83 & #84
Grand Theft Auto: San Andreas	#107/108/109 /110/111/114/115
Harry Potter And The Prisoner Of Azkaban	#102 & #103
Headhunter: Redemption	#105 & #106
Hitman Contracts	#101
The Incredible Hulk: Ultimate Destruction	#118
The Incredibles	#117
Killer7	#116 & #117
Lara Croft: Tomb Raider: Angel Of Darkness	#101
Legacy Of Kain: Defiance	#97
Lego Star Wars	#114
LMA Manager 2004	#99
Lord Of The Rings: The Return Of The King	#95
Madagascar	#117
Manhunt	#97
Max Payne 2	#97
Medal Of Honor: Rising Sun	#95
Medal Of Honor: European Assault	#115
Mercenaries	#111 & #112
Metal Gear Solid 3	#112
Midnight Club 3: DUB Edition	#114
Mortal Kombat: Shaolin Monks	#119
Need For Speed: Underground 2	#116
Prince Of Persia: Warrior Within	#109 & #110
Pro Evolution Soccer 3	#94
Pro Evolution Soccer 4	#107
Pro Evolution Soccer 5	#120
Project Zero 2	#101
Rainbow Six 3	#99
Ratchet & Clank 2	#95
Ratchet & Clank 3	#115
Red Dead Revolver	#102
Resident Evil 4	#120
Rise To Honour	#100
Shadow Of Rome	#111
Shrek 2	#103
Silent Hill 4	#106
The Sims Busin' Out	#96 & #97
Smash Court Tennis 2	#102
SOCOM II	#99
Sonic Heroes	#98
Spawn: Armageddon	#99
Spider-Man: The Movie 2	#104
Splinter Cell: Pandora Tomorrow	#102 & #103
Splinter Cell: Chaos Theory	#113
Star Wars: Battlefront	#106 & #107
Star Wars: Episode III Revenge Of The Sith	#115 & #116
Syphon Filter	#104
Tekken 5	#115
The Sims 2	#120
The Suffering: Ties That Bind	#119
Tiger Woods 2005	#106
TimeSplitters: Future Perfect	#112 & #113
Transformers	#101
Tom Clancy's Ghost Recon 2	#110
Tom Clancy's Rainbow 6 Lockdown	#118
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UEFA Euro 2004	#102
Ultimate Spider-Man	#120
The Urbz: Sims In The City	#109
Viewtiful Joe	#107
WWE Smackdown: Here Comes The Pain	#96

THE INCREDIBLE HULK: ULTIMATE DESTRUCTION

## An abominable boss



Use the object littered around to throw at him.



**QUICK TIP!**  
Don't let him grab the last generator - even if you hit him, it'll be destroyed!

Do not allow Abomination to destroy the dam before the evacuation is complete

I've managed to get past all the other bosses, but I can't defeat Abomination. He keeps destroying the four generators and making the dam collapse. What are the best tactics to beat him?

**Rob Edmonds, Solihull**

There are plenty of objects to throw at him, so keep moving so he can't grab you, and pick stuff up as you go. There are also a few planes flying around shooting at both of you, so try to grab them and throw them at Abomination. As you'd expect, Critical Mass attacks will cause considerable damage to him, but there isn't much in the way

of green orbs and you'll need to run up the dam wall itself to grab some.

The best way to cause harm to Abomination is to attack while he's attempting to destroy a generator. Hit him enough and he'll fall on top of the generator and receive an electric shock. However, this also results in the destruction of the generator, so don't do this if there's only one left! If Abomination manages to pick up a generator, run away quickly or he'll throw it straight at you. Even if it doesn't hit you, the shockwave from the explosion can cause you harm, so jumping into the water might be the wise move here.

100% PlayStation 0% fair  
**PowerStation**

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Animated Screensavers - Txt to 84888\*



## Wallpapers: Manah Manah



Ringtone

polyphonic monophonic real  
Manah Manah Tone2564 Tone2565 Real2604

Videoringtones

Animated  
Wallpapers



## Chartbreakers Txt to 84888\*

Bloc Party - Two More Years	Real2575	Tone2550
Bob Sinclair - Love Generation	Real2576	Tone2551
Depeche Mode - Precious	Real2577	Tone2552
Exorcist (Tubular Bells)	Real2578	Tone2553
Feeder - Shatter	Real2579	Tone2554
Gorillaz - Dare	Real2580	Tone2555
Halloween	Real2581	Tone2556
Katie Melua - Nine Million Bicycles	Real2582	Tone2557
Lee Ryan - Turn Your Car Around	Real2583	Tone2558
Lisa Scott-Lee - Electric	Real2584	Tone2559
Mariah Carey - Get Your Number	Real2585	Tone2560
Mission Impossible	Real2586	Tone2561
Mortal Kombat	Real2587	Tone2562
Mylo - Doctor Pressure	Real2588	Tone2563

## Realtone Charts Txt to 84888\*

1) Sugab - Push The Button	Real2589
2) Kanye West - Gold Digger	Real2590
3) Pussycat Dolls - Don't Cha	Real2591
4) Rhianna - Pon De Replay	Real2592
5) 50 Cent - Outta Control	Real2593
6) J. Blunt - You're Beautiful	Real2594
7) Sean Paul - We Be Burnin'	Real2595
8) Daniel Powter - Bad Day	Real2596
9) Body - I Like The Way...	Real2597
10) Faithless - Insomnia	Real2598
11) The Game - Hate It Or...	Real2599
12) Black E. Peas - Don't Lie	Real2600
13) Eminem - Ass Like That	Real2601
14) Prodigy - Breathe	Real2602
15) K. Clarkson - Behind These...	Real2603

## Sound Effects Txt to 84888\*

Am I Bothered??	Mad1230
An Offer You Can't...	Mad1231
Best Of Britain??	Mad1232
BlingBling - Textmessage	Mad1233
Car Alarm Device With...	Mad1234
Country-Mouse	Mad1235
Cute Geordie	Mad1236
Dixie Horn	Mad1237
Elvis - Caught In A...	Mad1238
From Dark Side**	Mad1239
Pick It Up, You Hear!	Mad1240
Please Won't You...	Mad1241
Swearing Phone	Mad1242
This Phone Is Stolen	Mad1243
Your Text Is Coming	Mad1244

## Ringtone Charts Txt to 84888\*

1) Pussycat Dolls - Don't Cha	realtones Real2565	polyphonic Tone2540
2) Sugababes - Push The Button	Real2566	Tone2541
3) Kanye West - Gold Digger	Real2567	Tone2542
4) Sean Paul - We Be Burnin'	Real2568	Tone2543
5) M.V.P. - Roc Ya Body	Real2569	Tone2544
6) Robbie Williams - Trippin'	Real2570	Tone2545
7) U2 - All Because Of You	Real2571	Tone2546
8) Friday Hill - Baby Goodbye	Real2572	Tone2547
9) Daniel Powter - Bad Day	Real2573	Tone2548
10) Liberty X - Song 4 Lovers	Real2574	Tone2549

Named artists may have no connection with the featured ringtones & may not be the only artists who have recorded the song.

## Ringtoneking Stars

Ringtones	poly	mono	real
Lampy The Bat	Star5666	Star5667	Star5668
Brown Bear	Star5669	Star5670	Star5671
Funky Munky	Star5672	Star5673	Star5674
The Orcas	Star5675	Star5676	Star5677

Videoringtones

Lampy The Bat	View1873
Munky Dance	View1874

\*\*Sounds performed by impressionists - not endorsed or approved by any personality involved or any broadcasting institution.

## Videoringtones Txt to 84888\*

Usher Yeah	Video2382
Eric Prydz Call On Me	Video2383
Faithless Insomnia	Video2384

## Top Games - Txt to 84888\*



## Wallpapers - Txt to 84888\*



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to this number: **84888\***

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- Silver Club:- 3 mono or poly ringtones and 7 Logos! Stars Club:- 5 Star Ringtones! Stars Platinum Club:- 2 Star Videoringtones! Universe Club:- 2 Realtones! Sound Effects Club:- 6 Sound Effects! Platinum Club:- 2 Video Ringtones! Wallpapers/Picture Messages/Logos Club:- 6 Pictures! Screensaver Club:- 6 Screensavers! Video Club:- 3 Videos! Games Club:- 2 Games! Software Club:- 2 Applications! The Theme Club:- 2 Mobile Themes! Java Games/Applications not available for "3" customers.

Unused credits will be rolled over to next period. Related offers sent via SMS. Compatible handsets required. Check [www.ringtoneking.co.uk](http://www.ringtoneking.co.uk) for handset compatibility. Sent texts and WAP/GPRS/UMTS downloads charged at standard operator rate. PrePay users must have sufficient credit to receive orders. Service provided by Jamster International Sarl. Full T&Cs available at [www.ringtoneking.co.uk](http://www.ringtoneking.co.uk). Helpline 0870 121 7397.



# HARDCOPY

► SPONSORED BY  TRADE OLD FOR NEW OR GET CASH FOR YOUR GAMES

Welcome to your section of the magazine, where you can have your say on whatever you fancy. You can write in to Hardcopy via the usual address, or email [powerstn@paragon.co.uk](mailto:powerstn@paragon.co.uk). Alternatively, head over to the forums at [www.totalgames.net](http://www.totalgames.net) to meet some like-minded individuals and talk with other games fans!

**TOTAL GAMES**  
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WIN!



GOODIES!

The star letter of the month, as judged by us, will win its sender a top title for the PS2 or PSP. All you need to do is indicate on your letter whether you want a PS2 or PSP game as a prize and we'll do the rest!

[www.cex.co.uk](http://www.cex.co.uk)

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## The Prize

We'll send you a top-selling recently released title for the format of your choice (PS2 or PSP). Feel free to ask for a specific game on your letter, but we regret that it may not always be possible to get you the exact title you ask for.

PlayStation 2



PlayStation 2



PlayStation 2



If you don't have internet access, you can call CeX on 0845 345 1664



■ Buzz! Originality, huzzah!

## Same Old Same Old

Dear PowerStation

Why don't we ever see any new games? Looking at your guides this issue, it was all sequels and games being moved from other consoles. Don't get me wrong, I think a lot of the games coming out now are really good, but they all seem to do the same thing as last year's batch! Can't games companies be original for once?

Mel S, Yorkshire

■ A lot of the games we see nowadays are just sequels and updates, it's true. But a lot of the time



■ Xbox only? You could always get TimeSplitters...



■ Soul Calibur 3 knicker elastic - only on PS2!

those updates can result in a brand-new game. Compare Resident Evil 4 to the original Resident Evil and you can see how good sequels can be. However, we would like to see publishers bringing out original games like Pursuit Force more often.

## An Exclusive Club

Dear PowerStation

I'm so sick of games that only come out on one machine! Games like Resident Evil 4, Super Smash Bros, Rogue Squadron, Halo 2 and Far Cry: Instincts look great, but I'll never be able to play them unless I can get the money for not just my PlayStation2,

but also a GameCube and Xbox! I'm sure the developers could make more money by selling these games on all three consoles, so why can't we see more of them?

Mark Warriner, Kent

■ Programming a version of a game for lots of systems can be a lot of trouble, so some companies reckon it's not worth it. Also, they sometimes have exclusive deals with the console makers, like Capcom did with Nintendo for the Resident Evil games. However, it's not all bad: Star Wars Battlefront II should take care of some of your cravings, and check out this and last issue for our PS2 Resident Evil 4 solution. And of course, it goes both ways: Soul Calibur 3 is PS2-only.

## Game Girls

Dear PowerStation

Who are your favourite girls in games? I used to really like Sophitia in Soul Calibur, or Taki. They're gorgeous! I never liked Lara Croft though: her face looks too flat.

Kevin King, Birmingham

■ Well, Jade in Beyond Good And Evil is a strong and interesting character, but finding women in games attractive? Erm... no. They're not real, you see. Not real. And made out of polygons. Except in Weird Science.



■ There you go Kevin, just for you.

gorgeous game girl





■ Please don't think this will impress the DVLA.

## Driving Ambition

**Dear PowerStation**

While I was in the library, I saw a PC game that lets you practise for your driving test. I'm 17 and want to take my test this year, but I only have a PS2. Can you get this for the PS2, and have you got any tips on it? I'd love it if you did, as it'd also get my mum to see how great games are! I know you just did *Burnout Revenge* in the last issue, but I don't think that would help me much!

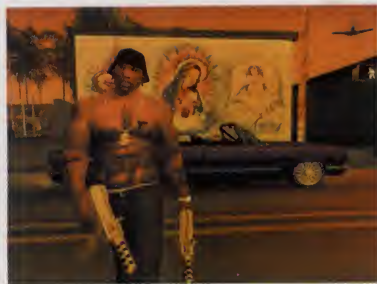
**Tim Stewart, Kidderminster**

■ You're definitely right about *Burnout* not being the best place to practise before you go out on the roads. And the same goes for *GTA*! Unfortunately, there isn't any software like this for the PS2 at the moment, which is a shame as it would be useful, and would certainly make consoles look more practical. For now, you'll have to rely on L-plates and a copy of the *Highway Code*, Tim. Sorry!

## Age Concern

**Dear PowerStation**

I'm so angry with my mum! We were out at the shops and I asked if I could get a game. She said yes, so I chose *GTA: San Andreas*. Then she said I couldn't have it, as it was an '18'! So I chose *Metal Gear Solid 3* instead, and she said that was a '15' and I couldn't have it either! All the magazines say these are great games,



■ This is an '18' for a reason.

but because I'm only 12, I can't play them! It's not fair to us younger gamers at all. Is there anything I can say to her to make her change her mind?

**Sean Rawlings, Edinburgh**

■ You'll hate it, but you mum is right. Games, like films, have ratings for a reason. Would you expect your mum to let you watch *City Of The Dead* at the cinema, or late-night Channel 4? Anyway, there are lots of games that you can play. Check out *Pursuit Force* or *From Russia With Love*, both of which have guides in this issue.

## Katamari Cravings

**Dear PowerStation**

I just played *Katamari Damacy* at my friend's house. I think it's fantastic, but he says I won't be able to play it or the sequel on my machine because they only came out in Japan and America! Please tell me that my mate's an evil liar, as I love this game and can't believe that the companies wouldn't want us poor people over here to play it!

**Aaron Morse, Cardiff**

■ Well, your friend is half right, so maybe he's only a semi-evil liar. The first *Katamari Damacy* didn't come out here but the good news is that the sequel, *We ♥ Katamari*, will be released here by EA early in 2006. Hopefully you can hang on until then!



■ We ♥ Katamari will be here soon.



■ Sorry, these looks will come at a price.

## The Cost Of Progress

**Dear PowerStation**

I heard that games on the PS3 will be even more expensive than the ones we buy now! Is this true? I don't pirate games at all, and try to buy cheap and used games whenever possible. However, with a game I really want to get, I'll have to spend 40 quid to get it new! I wanted to get a PSP, but it seems that the games for that are all 35 pounds or more as well! I bet games in Japan and America aren't that expensive, so we pay more anyway, and they're still putting the prices up! Why are the games companies so greedy? Surely they lose money from people buying used games and pirating when they make the games too expensive?

**John Franklin, Chester**

■ First off, brace yourself: it seems likely that games on the next generation of consoles, such as the PS3 and Xbox 360, will be more expensive than those now – from 50 pounds and up. Unfortunately, as the games get bigger and the consoles get more powerful (and complicated!), it costs more money to develop games, so the developers have to raise the prices. The games will also become more expensive in the US and Japan although, as now, it seems they'll still pay less than us. Sadly, it looks as if you'll have to continue paying a lot for games, so make sure you try to rent and/or check reviews before you shell out to buy a game.



■ PSP games are pretty expensive too.



# GTA WISEGUYS



It's finally arrived, an' all you need to know about *Liberty City Stories* will be revealed here. If ya get stuck or just have some dumbass question then put pen ta frickin' paper an' let Frankie sort it for ya. If yer question is too dumb I reserve tha right ta call youse a moron.

**FRANKIE SAYS** "GIVE ME LIBERTY!"

**Dear Frankie,**  
I've heard there is a volcano somewhere in *San Andreas*, is this true? It sounds like a load of crap if you ask me but it's not a rumour I've heard too much about. Can you clear it up for me?

**Peter Hayes, via email**

**FRANKIE SAYS:** Well it ain't strictly a volcano but I know what ya mean. Ya need ta get ya ass over ta *Regular Tom* near tha *Sherman Dam*. *Regular Tom* is a geyser, which normally spurts out water. However, if ya fire a rocket at it, Tom will turn into a flaming miniature volcano – though it'll still spurt out water. Happy?

**Dear Frankie,**  
When you go to *Madd Dogg's* mansion in the mission where you have to steal his rhyme book, the game says you can come back later once you have finished the mission. But I don't know how you can do



■ Fire a rocket at tha geyser ta set it alight.

that as the door is shut. How do you get back into *Madd Dogg's* mansion?  
**Liam McGillicuddy, Queensbury**

**FRANKIE SAYS:** *Madd Dogg's* mansion isn't available until later on in tha game, so don't even try ta get inside until ya complete all tha *Las Venturas* missions an' return ta *Los Santos*, cos ya won't be able to.

**Hey Frankie,**  
In issue 109 the car list says there is a SWAT vehicle and an FBI Truck. I have never seen either of them, except when playing the final mission. Where can I find them?  
**Luke, Kent**

**FRANKIE SAYS:** Tha final mission is tha only place where ya can get yer mitts on those vehicles. What ya gotta do is steal tha vehicle ya want an' drive it to one of yer garages. You'll fail tha mission but ya can just do it again.



■ Ya can only get into *Madd Dogg's* mansion later in tha game.

YA GET THA MANSION LATER



# FRANKIE SORTS IT!

Send your questions or cheats to:  
GTA Wiseguys,  
POWERSTATION,  
Paragon House,  
St Peters Road,  
Bournemouth,  
BH1 2JS

Or email  
thefinger@  
paragon.  
co.uk

SWAT THA  
HELL? STEAL  
IT QUICK!



■ Drive it to yer garage before tha cops notice.



■ Change tha record or I'll shoot tha frickin' DJ.



■ Get yerself in shape before chatting up Katie.



■ There's no easy way ta do tha Zero missions.

Once it's complete, go back to yer garage and tha vehicle will be there ta use whenever ya want.

**Dear Frankie,**

Here is something really cool – you can skip songs on the radio. Change to another station, then back to the station playing the song you don't like. As soon as the name of the station at the top of the screen turns yellow, change station again. Go back again to the first station again and, if you did it right, the song that was playing should have been skipped.

**Adam Nichols, Mystery Town**

**FRANKIE SAYS:** For once a letter that actually has somethin' of use in it. If any of ya hate tha songs dat much, now ya can skip 'em thanks ta Adam. Shame he's too dumb ta put down where he's from – moron.

**Dear Frankie,**

I'm stuck on the mission after Stowaway and I don't even know what it's called. Can you tell me what it's called and how to do it? Can you also send me cheats for the Katana, Mountain Bike and Sanchez, if there are any? As someone said in issue 115, stop saying 'frickin' – it's such a lame word!

**Jordan Bryce, Scotland**

**FRANKIE SAYS:** Well, ya frickin' moron, how about ya just shut tha hell up! I'll say whatever frickin' words I frickin' well please, ya mook. There ain't no cheats fer those vehicles, an' tha mission yer stuck on is 'Black Project'. It's a tough one all right, especially fer an idiot like yerself. Ya gotta make sure ya start tha mission with full health an' armour, as those army guys don't appreciate ya breakin'

into their base. When ya get inside, keep yer eye out fer more health an' armour; you'll find some lyin' around.

**Dear Frankie,**

Could you please tell me where to get an FBI Truck? Oh, and by the way, is there a cheat to play as Jack and Deckster?

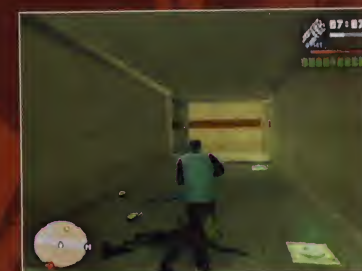
**Matthew Milliken, Northern Ireland**

**FRANKIE SAYS:** Not another one! See my reply ta Luke's letter for yer first question. As fer Jack and Deckster, where do I frickin' start? First off, it's Jak and Daxter ya moron. An' second, why tha hell would there be a cheat ta play as them? What are you on!? Go away an' think of a better question dat don't waste my valuable time.

**Dear Frankie,**

I have a problem: I can't find the girlfriend at the Avispa Country Club in San Fierro. I have looked everywhere for her. Can you show or tell me her whereabouts? By the way, when I buy your magazine, shopkeepers always say something sexist about me being a female gamer. What's wrong with being a girl who likes playing games? You're the best, love ya!

**Catherine Westhead, Fleetwood**



■ Keep ya eyes peeled fer health in Black Project.

**FRANKIE SAYS:** There ain't nothin' wrong wit being a broad dat plays games, as long as ya don't forget tha needs of yer man. Tell that shopkeeper ta stick it an' go somewhere else.

As fer Katie, ya should find her in tha north-east corner of tha club, practising T'ai Chi near tha road, between tha times of 12:00 an' 00:00 (though sometimes ya might see her after then). She like lots of muscle an' sex appeal so make sure ya buff yerself up an' wear some cool threads.

**Dear Frankie,**

I'm on the second mission for Zero but it's really hard and I can't get past it. Could you find me a cheat to skip it or something?

**Matthew, via email**

**FRANKIE SAYS:** There ain't no cheat ta skip it – too bad. There ain't no denying that it's a

tough mission but ya don't needta complete it ta get ta tha end of tha game. If ya do wanna complete it ya need ta get some practice flyin' that RC plane, as you ain't got enough time or fuel fer any mistakes.

**Dear Frankie,**

I've been trying to get into the airports around San Andreas but I need a pilot's licence. I don't know where the pilot school is. Could you please tell me? By the way Frankie, thanks for all the tips. You're a doll.

**Michael Collison, Kings Lynn**

**FRANKIE SAYS:** If ya wanna get into tha airports tha legit way then ya gotta complete Toreno's missions in tha Desert then buy tha airstrip. Tha first mission at tha airstrip will teach ya how ta fly an' give ya a pilot's licence. Ya call me a doll again I'll break ya legs!

LEARN TA  
FLY, YA  
MORON



■ Take flyin' lessons at tha airstrip to earn yer pilot's licence.



**STUCK ON a mission? Can't find the best weapons and hidden packages? Then read this complete walkthrough guide for all this info and a whole lot more!**

**PLAY!**

**"GUARANTEED TO GIVE YOU A HARD DON"**

PLAY COMMENT

**ISSUE 135 OUT NOW**

**INFORMATION**

**GTA: LIBERTY CITY STORIES**

<b>PUBLISHER</b>	ROCKSTAR
<b>GENRE</b>	ACTION
<b>PRICE</b>	£39.99
<b>PLAYERS</b>	1-6
<b>NETWORK PLAY</b>	WI-FI

**GUIDE WRITTEN BY: SIMON GRIFFIN**



Any questions about this guide? Contact me via:

**EMAIL**  
simong@paragon.co.uk  
**FORUM NAME**  
Si@Powerstation

**WWW.TOTALGAMES.NET**

# Grand Theft Auto

## Liberty City Stories





## the cheats

OUR MATE TONI FOUND ALL THESE CODES IN THE BOOT OF A CAR. DON'T TELL NOBODY WE GAVE 'EM TO YOU, CAPEESH? ENTER THE CODES DURING GAMEPLAY (NOT WHILE PAUSED). A MESSAGE WILL CONFIRM CORRECT ENTRY.

**WARNING:**  
ENTERING THESE CHEATS CAN AFFECT YOUR SAVED GAME. IF YOU USE THEM, IT'S BEST TO REMOVE ANY MEMORY STICK FIRST

### character cheats

Get \$250,000	□, □, △, □, □, ○, □, □
Get Armour	□, □, ○, □, □, ×, □, □
Get Health	□, □, ○, □, □, ○, □, □
Get Weakest Weapons	↑, ○ x2, ↓, ←, ○ x2, →
Get Medium Weapons	↑, ○ x2, ↓, ←, ○ x2, →
Get Strongest Weapons	↑, × x2, ↓, ←, × x2, →
Increase Your Media Rating	□, ↑, →, □, △, ○, ↓, ×
Increase Your Wanted Level	□, □, ○, □, □, △, □, □
Change Toni Into Random Pedestrian	□ x2, ←, □ x2, →, △, ○
Die	□, ↓, ←, □, ×, ○, ↑, △

### vehicle cheats

Generate Rhino At Your Location	□ x2, ←, □ x2, →, △, ○
Generate Trashmaster At Your Location	△, ○, ↓, △, ○, ↑, □ x2
Shiny Chrome Vehicles	△, □, □, ↓ x2, □ x2, △
All Cars Are Black	○ x2, □, △ x2, □, ○ x2
All Cars Are White	× x2, □, ○ x2, □, △ x2
Amphibious Cars	○, ×, ↓, ○, ×, ↑, □ x2
Mini-Wheels For Bikes	○, →, ×, ↑, →, ×, □, ○
All Vehicles Have Light Handling	□, ↑, ←, □, △, ○, ↓, ×
Make All Nearby Cars Explode	□ x2, ←, □ x2, →, ×, ○

### gameplay cheats

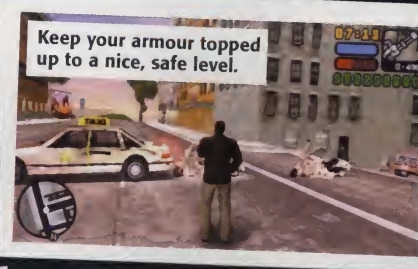
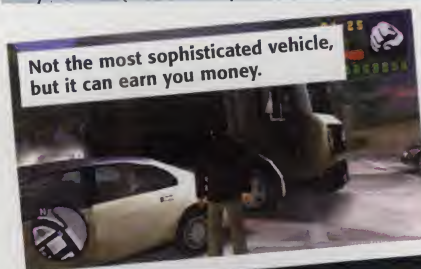
Turn Off Wanted Level	□ x2, △, □ x2, ×, ○, ○
Speed Up Game Clock	□ x2, ←, □ x2, →, ○, ×
Speed Up Gameplay	□ x2, □, □ x2, □, ↓, ×
Slow Down Gameplay	□, △, ×, □, ○, ○, ←, →
Flip To Upside-Down View	↓ x3, × x2, ○, □, □
Flip Back To Normal View	△ x3, ↑ x2, →, □, □
Play Credits (hold × to speed them up)	□, □, □, □, ↑, ↓, □, □

### world cheats

Rude Drivers	○ x2, □, × x2, □, ○ x2
Traffic Lights Are Always Green	△ x2, □, ○ x2, □, × x2
Change To Clear Weather	↑, ↓, ○, ↑, ↓, ○, □, □
Change To Foggy Weather	↑, ↓, △, ↑, ↓, ×, □, □
Change To Overcast Weather	↑, ↓, ×, ↑, ↓, △, □, □
Change To Rainy Weather	↑, ↓, ○, ↑, ↓, ○, □, □
Change To Sunny Weather	□ x2, ○, □ x2, ○, △, ×

### pedestrian cheats

Super-Huge Heads	↓ x3, ○ x2, ×, □, □
Pedestrians Follow You	↓ x3, △ x2, ○, □, □
Pedestrians Begin To Attack You	□ x2, □, □ x2, □, ↑, △
Pedestrians Are All Armed	□ x2, □, □ x2, □, →, ○
Pedestrians Start A Riot	□ x2, □, □ x2, □, ←, ○



## unlockables

#### UNLOCK

Lose no money when busted  
Fireproof Toni  
Infinite sprint  
+50 Armour  
+25 Health  
+25 Health  
Bickle '76 taxi  
Bulletproof Avenger bike at Portland safehouse  
Bulletproof Landstalker at Shoreside Vale safehouse  
Hellenbach GT (in showroom)  
Manchez bike (at dirt bike course)  
M60 machine gun

#### COMPLETE

Avenging Angels missions in Staunton  
Firefighter level 12  
Paramedic level 12  
Vigilante level 12  
Noodle Punk level 10 (Portland)  
Well Stacked Pizza level 10 (Staunton)  
Drop off 100 passengers in taxi  
Avenging Angels missions in Portland  
See The Sight Before Your Flight level 12 (Shoreside Vale)  
Car Salesman level 4 (Portland)  
All ten Bump & Grind courses (Portland)  
All 20 Rampages

## 100% complete

To get a 100% game completion rating, you need to do the following:

- Complete all story missions
- Complete all odd jobs
- Win all races
- Collect all 16 cars in Car-azy
- Car Giveaway (Staunton)
- Collect all 100 Hidden Packages
- Complete all 26 Stunt Jumps
- Complete all 20 Rampages



# PORTLAND island

## Vincenzo Cilli's missions

FIRST MISSION



### HOME SWEET HOME

» Once you've had a chat with Salvatore, Vincenzo will lead you outside to the car. You need to drive over to your safehouse, so hop into the driver's seat and head down the driveway to the main road. Go west down the street opposite, then turn right at the bottom, then right again and into the alley on the right. Stop at the yellow marker and walk over to the door. Once upstairs, walk into the clothes icon to change, then go back down to the car. Get back in and reverse back out into the road. You now need to take Vincenzo over to his place at Atlantic Quays. Head south and follow the marker on the radar to drop Vincenzo off. Now he will be available for jobs.

**Reward:** \$100



Maybe he needs some encouragement to get off his ass and do some work.

After a little gentle persuading, the dealer will get back to work.

### SLACKER

Vincenzo has a dealer who isn't pulling his weight and he wants you to tell him to get working. Jump into a car and drive over to Saint Mark's to find the dealer. After a quick chat he'll get into the car with you. Now you need to drive him over to Chinatown so he can deal. Stop at the yellow marker to let him out and complete the mission.

**Reward:** \$100

### dealing Revenge

The Sindaccos have whacked that dealer you dropped off in Chinatown so Vincenzo wants you to get over there and take revenge. Drive to Chinatown and stop at the yellow marker. Now you'll experience your first bit of hand-to-







hand combat. Beat the crap out of the Sindacco dealer in the alley then head back to the road. On the other side of the street you'll see another dealer to the north-east, so get over to him and punch him to the floor. There is one last dealer around the corner to the south-west. You'll pass your car on the way so you can simply hop in, drive round the corner and run him down – if you don't mind taking out a few innocent bystanders in the process.

**Reward:**

**\$500**

## SNUFF

JD O'Toole is running a Sindacco-controlled strip club but he wants to join the Leone family. Before he can do that, you need to get rid of some Sindacco goons who are leaning on him. Grab a car outside Vincenzo's place and drive north to the Ammu-Nation in the Red Light District. Head inside to pick up your free Pistol, then get back into the car. Drive north-west to the construction site in Hepburn Heights and stop at the yellow marker. You're now on foot so shoot the two Sindaccos ahead and move into the tunnel. Kill another two goons on the other side then head left to the car. Your main target is behind it, so move round and take him out. Once he is down, pick up his cellphone and answer it. JD is on the other end and tells you to take the car, which is a rather rare Hellenbach GT, as a deposit for the money he owes you. Get in the car and drive forward and up the ramp in front of you. Once on the road, drive right to the Pay 'n' Spray on the left to get the car re-sprayed and complete the mission. JD O'Toole will now have some missions for you.

**Reward:**

**\$500**

## smash and grab

Some Leone boys have botched a raid across town and are pinned down by the cops. Vincenzo wants you to rescue the morons and bring them to his



Get to the Pay 'n' Spray in the Red Light District.



place. Get yourself a four-seater car, preferably something reasonably fast – the Kuruma parked outside should do. Now head north to the gas station in Saint Mark's and drive up to the Leone boys, which will immediately give you a three-star wanted rating. Once they are all aboard, barge your way back out onto the road and head right. Look out for spike strips as you follow the road to the Pay 'n' Spray in the Red Light District. Get the car re-sprayed to lose your wanted rating, then head back to Vincenzo's place in Atlantic Quays to complete the mission.

**Reward:**

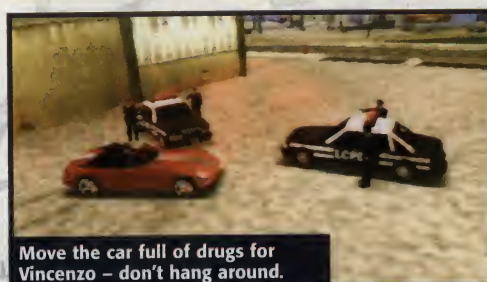
**\$1,000**

## hot wheels

Vincenzo needs you to move a car full of drugs for him. The car is parked a short drive away in Trenton, so get over there and get behind the wheel. The cops will arrive as you drive off – Vinnie set you up! Barge your way past the police and head to the Pay 'n' Spray in the Red Light District to lose your wanted rating. You shouldn't have a problem outrunning the cops in the Banshee but try not to crash, as it's not a particularly sturdy vehicle. Once the cops are off your tail, drive the car to Vincenzo's lock-up in Saint Mark's, just up the street from your safehouse. Before you can drive it into the garage Vinnie will give you a call, which ends with Toni quitting his job. Now you need to teach Vincenzo not to mess with you again, so take a short drive down the road to the car crusher and stop in the yellow marker to get the car crushed, which will complete the mission.

**Reward:**

**none**



## the Portland chainsaw masquerade

VINCENZO WILL GIVE YOU A CALL AFTER YOU COMPLETE THE MISSION 'THE MADE MAN'

Before you start this mission, you need to make sure you have a shotgun and a supply of about 30 rounds. Some armour is also wise but not essential. If you want to top up your shotgun rounds, get into as many police cars as you can. Each time you do, you'll get five rounds.

Vincenzo wants you to meet him on the cargo ship just east of his place. Get to the yellow marker to enter the ship, then move forward and down the stairs on the left to the hold. Halfway down the stairs is some armour. Grab it if you need to, then continue to the bottom. It's a trap and you're shut in the hold with a bunch of chainsaw-wielding goons. This is where the shotgun comes in handy – take aim and shoot a couple of the wiseguys coming towards you, then start running. No matter how close they get to you the goons have to stop moving before they take a swing with the chainsaw. Once you have gained a reasonable distance, turn around and fire to take out one or two of the enemies. Quickly get moving again before they catch up and repeat the process. If you do take any hits from a chainsaw, there are a couple of health pick-ups in the room that you can collect.

Once the room is clear of enemies, Vincenzo will appear and start firing. Simply pump shotgun rounds into him until he's dead.

**Reward:**

**\$3,000**







**Portland Island**



JD tells you that Salvatore is inside paying the girls a 'special' visit.



The Sindaccos have rigged a huge truck bomb! They're going to take out the Casino in one go!

# JD O'TOOLE'S MISSIONS

## bone voyeur!

Before you attempt this mission, make sure you aren't wearing your Leone suit, as JD won't speak to you if you are.

JD is getting ripped off so he wants a lift around the Red Light District to get the \$700 he is owed by his girls. Get in the van and drive around the nearby area to find the girls. Some will just be standing on the pavement, so drive up and they'll hand over the cash. You may find some 'servicing' clients in their cars in alleyways, so honk your horn to get their attention and they will pay up. Others may be handing over their takings to a pimp, so kill the pimp and take his money. The quickest way to do this is to simply run him over – but if you miss, just jump out and shoot him. You don't have all night so don't hang

around. Once you have collected all of the \$700, return JD to the club to end the mission.

**Reward:**

**\$500**

## don in 60 seconds

The cops are about to raid the strip club and the Don is paying some of the girls a 'special' visit. You need to get him out before he's busted. He's waiting in the back of a Leone Sentinel parked in front of the club, so hop in as the cops arrive. You need to get to the Pay 'n' Spray, which is just behind you, but the road is blocked. Drive forward and head right then right again round the block, back to the Pay 'n' Spray. This way will take longer but you'll have fewer problems with the police. Once the car is re-sprayed, take Salvatore back to his house in Portland Beach. When this mission is complete Salvatore will be available for missions.

**Reward:**

**\$1,000**

## a volatile situation

JD has heard that the Sindaccos are planning to hit the Leone casino in Saint Mark's. Drive over there and stop at the yellow marker. JD will call to let you know that some Sindacco goons are on their way now, so get ready for a firefight. When the first Sindacco car arrives, kill the occupants quickly then take their weapons. Another car will arrive shortly with more goons inside, some of whom have sub-machine guns. Kill them quickly then take their guns. One more Sindacco car will now arrive, so take out the attackers. In one last attempt to destroy the casino, the Sindaccos have rigged a truck-bomb, which is on its way to you. Get in a

car and intercept it, then do drive-bys to destroy it. If you fail to stop the truck before it reaches the casino the Sindaccos will park it outside and jam it in low gear. You only have a few precious seconds and the truck will only move very slowly so quickly climb aboard and drive it away from the casino until the meter says you are at a safe distance. Then jump out and get clear before it blows. If the casino survives the blast then the mission is complete.

**Reward:**

**\$1,000**

## blow up 'dolls'

JD suggests you blow up The Doll's House, a Sindacco establishment that's key to their set-up. You need a car bomb and a suitable car to put it in. There's a Sindacco Argento handily parked outside the club, so get in that and head north to 8-Ball's Bomb Shop in Saint Mark's to get it rigged with explosives. Now drive carefully to The Doll's House in the Red Light District. There are Sindaccos guarding the entrance but as you are driving a Sindacco Argento they will let you in. Park it in the garage then leg it to the road and detonate the bomb to bring the place down and complete the mission.

**Reward:**

**\$1,500**

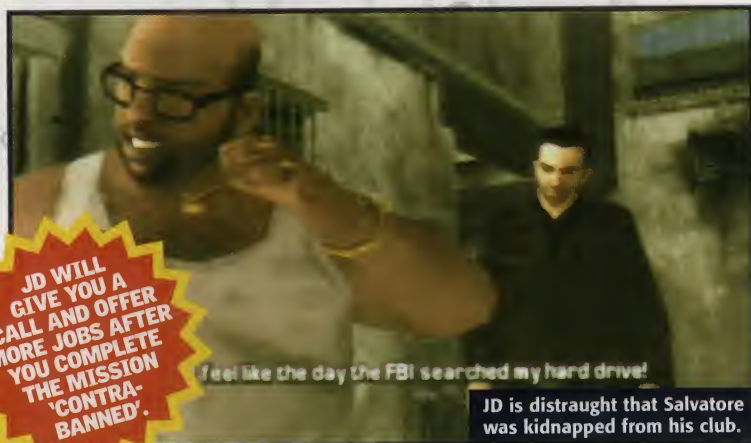


Use 8-Ball's handy Bomb Shop to fit the car bomb.



BEACON





JD WILL GIVE YOU A CALL AND OFFER MORE JOBS AFTER YOU COMPLETE THE MISSION 'CONTRA-BANDED'.

Feel like the day the FBI searched my hard drive!

JD is distraught that Salvatore was kidnapped from his club.

## SALVATORE'S SALVATION

Salvatore has been kidnapped from JD's club by the Sindaccos. As you are leaving the club, one of the perpetrators will drive past, so quickly grab a car and follow him. Don't get too close as you follow him to Trenton. The Sindaccos have Sal in the trunk of a car, so you'll need to stop it. You can't shoot, as you might hit Salvatore, so you'll just have to ram them off the road. Don't be too aggressive and flip the car over, or Sal will perish when it explodes. Eventually they'll stop and get out of the car, so quickly gun them down and get behind the wheel. Drive the car back to Salvatore's place to rescue him and complete the mission.

**reward:** \$1,500

## the guns of Leone

Salvatore has gone crazy and is on his way down to the Red Light District to kill every Sindacco he sees. JD has placed a sniper rifle on the roof of the building opposite the club and wants you to ensure that no harm comes to Sal. Head into the alleyway and up the stairs, then pick up the rifle when you reach the top. Stand in the yellow marker and wait for Sal to arrive. When he does, the first group of Sindaccos will be over to the north-east, so zoom in and take them out before they cause too much harm to Salvatore (as indicated on his health meter). Sal and his men will now walk up the street. As they do, more Sindaccos will come from the alleyway opposite, so get them as they appear. As Sal reaches the end of the street more Sindaccos will arrive in



Pick up the sniper rifle from the roof and protect Sal.



Once the car containing Salvatore is abandoned, get behind the wheel.

vans so take them out. You'll now have to change position in order to continue protecting Salvatore. Move west along the rooftop, grab the adrenaline then go up the slope and look down into the street to the north. Kill the lone Sindacco, then turn your attention to more coming from the south. To get a clear shot you'll have to hop up onto the ledge (just press **Ⓢ** and Toni should perform a small jump up onto it). Look to the south and take out more Sindaccos, then kill the cops who arrive too.

Once the street is clear of both Sindaccos and cops, Salvatore will make a run for the club and the mission will be complete.

**reward:** \$3,000

## calm before the storm

Sal has a big-shot Sicilian at his house trying to negotiate peace between the families. However, Sal doesn't trust him and wants you to follow him once he leaves. Get a car and head over to Salvatore's place before Massimo leaves. He's travelling in a chopper, but it's easy to keep up with and it doesn't matter how close you stay to it so just keep an eye on the radar. The first places he arrives at is the construction site in Hepburn Heights where he has a meeting with the Diablos.

Once that's over he'll take off once again and head for Chinatown. He'll land on a roof when he reaches his destination, so you'll need to get closer to hear what he's discussing with the Triads. Head down the alley and up the stairs to the yellow marker. After you've heard a little of their conversation, a Triad will spot you. Now you've got to shoot your way off the roof. There are a few Triads opposite so take them out first then head right and take out another on the opposite side of



Another tricky situation on a rooftop... shoot your way off.

the roof. Take out any remaining Triads up here then make your way back to the stairs. There are more Triads on the ground so try to take them out from up on the roof if you can, then go back down the stairs to confront them head on. They arrived in a couple of trucks so blow them up to kill some of them out in the explosions, then finish the rest off with whatever gun you have to hand. The cops may also show up, so take out them if they pose a threat to you too.

**reward:** \$1,000

## the made man

JD is going to be 'Made', so drive him and Mickey to the scrap yard in Harwood. On the way some Sindaccos will attack, so perform a drive-by to take them out. Continue to Harwood and stop in the yellow marker. Unfortunately it seems that Salvatore doesn't trust JD and has ordered Mickey to whack him. Now JD is dead in the front seat, the police will come after you if they see him. Mickey wants a ride home to Portland View. The cops will probably be on your tail by now so you can head over to the Pay 'n' Spray in the Red Light District if you want - however, be aware that this will only temporarily get them off your tail and they'll give chase as soon as they see you, so it's not really worth bothering. Instead put your foot down and head for Callahan Bridge. The bridge isn't finished yet so there's a handy gap that drops straight down to the water. Keep to the right-hand side, otherwise the car won't go over; and as you reach the edge, press **Ⓢ** to leap out. If you've done it right, the car should sail over the edge and plunge into the water below, completing the mission.

**reward:** \$1,500







After a while Casa will stop to pick up some prostitutes.

## PORTLAND island

# ma CIPRIANI'S MISSIONS



MA WILL GIVE YOU A CALL WHEN YOU COMPLETE THE MISSION 'HOT WHEELS'

## snappy dresser

You need to prove to Ma that you're a better man than the pervert Giovanni Casa by taking some compromising photos of him. Head back to your apartment in Saint Mark's to get a camera, then drive to Giovanni's deli in Chinatown. He will come out and get into his van. Tail him, but don't get too close or you'll be spotted. Follow Casa around Chinatown until he stops to pick up a couple of prostitutes. Now he'll drive to a secluded area in Callahan Point, so stick close until he stops the van. He'll now show his perverted side, so jump out of your car and move in close enough (but not too close) so you can get a clear shot with the camera. You only have three shots so make sure at least one of them shows Casa in all his diaper glory. Once you have a decent photo, drive back to Ma's to show her.



**reward:**

**\$100**

## big Rumble in little china

Ma thinks you're running scared of the Triads in Chinatown. You need to take some out to prove that you're not. Drive over to Chinatown and stop at the bollards of the pedestrian area. Walk over to the group of Triads and kill them, then run back to the road and steal a sturdy vehicle. The last couple of Triads you need to take out are in a bullet-proof fish van, which you need to ram off the road. Keep on the tail of the van and ram it until the occupants jump out. When they do, run them over if you can or get out of your car and gun them down to complete the mission.

**reward:**

**none**



## grease sucho

Ma still doesn't think you're a real man, so you need to prove yourself once again. Sucho is taking part in a race down in Trenton and Ma wants you to win the race and whack Sucho. You need a reasonably fast car and the Leone Sentinel parked outside Ma's place should suffice. Drive over to Trenton and stop in the yellow marker at the start line. This is a pretty easy race as long as you pay attention to which way the arrows are pointing in the markers and follow them. If you're struggling, try ramming your opponents into oncoming traffic or any stationary objects. Try not to beat up your car too much though, as you don't want to stop mid race to find a new one. Once you win the race, you'll need to kill Sucho, so give chase and ram him. He'll soon jump out and make a run for it, so simply run him over or get out and shoot him to complete the mission. Now that you've made a name for yourself on the underground street-racing circuit, challengers will contact you via payphones.



Once you've won the race you'll be offered races via payphones.





Sucho's Thunder-Rodd will also spawn in the car park next to Callahan Bridge.

**Reward:** \$1,000

## dead meat

Since you took those compromising pictures of him, Casa has been refusing to pay his protection money – he needs to be taught a lesson. Drive off to his deli in Chinatown to pick him up, then drive to the factory in Trenton. Go through the gate then stop in the yellow marker outside the building. Once inside, Casa will realise you want to kill him and he'll make a run for it. He will stay inside though, so you must chase him round the factory floor. You only have an axe to hand so you need to get up-close and personal to finish the job. To do this you need to wait for Casa to stop and kneel down. When he does, target him then walk towards him from behind, swinging the axe when you get close enough. A few blows will take him down and now it's time to deliver his remains back to

the deli. However, you'll now have a two-star wanted rating and the cops will be on your tail. Jump in the van and barge through the cops outside the gate, then head for the Pay 'n' Spray in the Red Light District. Be careful with the van on the way, as it's easy to tip it over. Once the heat is off, go back to the deli to drop the special meat off and complete the mission.

**Reward:** \$500

## no son of mine

Ma has had enough of you embarrassing her and has called a hit on you. Pick up the shotgun in front of you and head down the stairs to find the first group of hitmen. Take them out quickly, grabbing the health on the left if you need it. More waves of hitmen will arrive, so keep blasting away with the shotgun to take them out. If there is a group next to a car then aim at the car and shoot until it explodes to take them all out in one go. Despite the large number of enemies, this is a reasonably easy mission as none of them have firepower that can compete with the shotgun. The hitmen won't rest even when this mission is complete, so you'll need to keep an eye out for them coming after you during the rest of the game.

**Reward:** none



Drive Casa's body back to the deli in the van.



Ma's called a hit on you. She's not the best mother...



The hitmen will come for you even when this mission is complete.

It's time to teach Casa a lesson, once and for all.



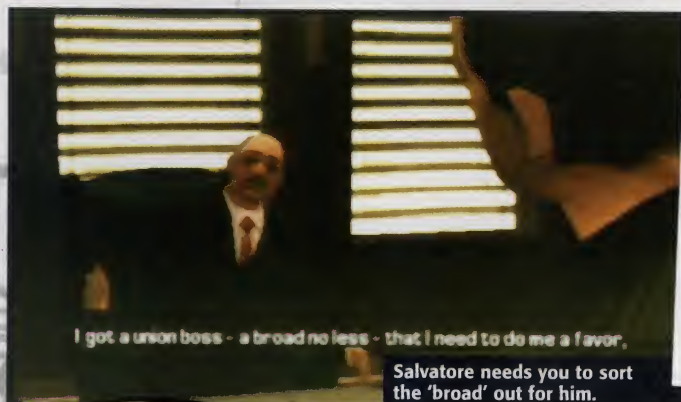
You and me are gonna talk, Casa.





# SALVATORE LEONE'S MISSIONS

**Portland  
island**



I got a union boss - a broad no less - that I need to do me a favor.

Salvatore needs you to shot the 'broad' out for him.



GARRETT BRIDGE

FORT CARSON

## the offer

A union boss is demanding some money from Salvatore, so he wants you to give her what she wants and request a meeting. Get a vehicle, drive down to Trenton and stop in the yellow marker. Once your brief meeting with Jane Hopper is over, she'll set her workers on you. You're immediately surrounded so your best bet is to run and get some distance between you and your attackers. Head west towards the road, as once you reach it you'll be safe and the mission is over. Your enemies don't have any firearms and mainly carry knives and bats, but some have Molotov Cocktails and aren't afraid to use them. Try to lose them among the buildings, keeping that button depressed at all times and only stop to shoot if you can do so without being overwhelmed.

**Reward:**

**\$500**

## no selecta!

If Sal can't get the union boss to play ball, he's going to make sure her workforce do. He wants you to round up six girls and take them to the picket line in Trenton to show the picketers a good time. Get a four-seater vehicle and follow the blue blips on the map to find the girls. Most will simply be walking the streets, but you may encounter one or two with clients. Those guys don't want to give up their girls so you'll have to persuade them with your fists. Obviously you'll have to make two trips to deliver all the girls and you only have until the picket line changes shift so don't take forever.

**Reward:**

**\$500**

## Frighteners

REBERRY  
CRES

Some of the union bosses still aren't seeing things Salvatore's way so he wants you to 'persuade' them. There are three who need scaring and all of them are currently driving around the city. Get a reasonably speedy but sturdy car and catch up to the first one. Ram and do drive-bys until he stops and gets out of the vehicle. Now punch him until he agrees to do as he is told. Don't get too overzealous, as you don't want to kill the union bosses, just scare them. However, you can get away

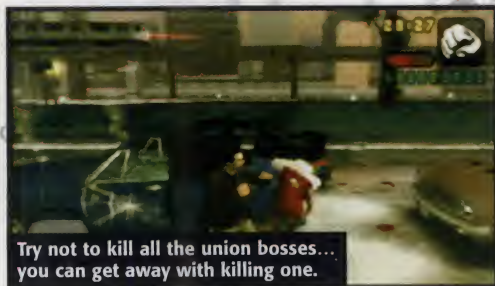
Those union bosses just won't play ball...



...but we just need to turn up the heat on some of the 'less than' receptive union big shots.

BEACON





Try not to kill all the union bosses... you can get away with killing one.



He's complimenting you for having the 'balls' of a 'bull'... nice.



Those sneaky Triads blow up the warehouse containing Sal's money.

with killing one and still pass the mission. Once the first has been scared, seek out the other two and do as before until all three have come round to Salvatore's way of thinking. You may well catch the attention of the police as you do this mission – so if it becomes a problem, find a bribe or go to the Pay 'n' Spray.

**Reward:** \$1,000

## Rollercoaster Ride

Jane Hopper is still being defiant so she needs to be scared into submission. Head over to the radio station in Harwood before she leaves and take out her chauffeur. Now in disguise, get into the Stretch and wait for her to come out. Once she's in the vehicle, you need to fill the scare meter by driving fast, crashing and jumping. Speed and jumps are your best bet, as too much damage will set the Stretch on fire. You can just drive up and down the road if you want, but the motocross course to the north-west of the radio station will provide you with lots of jumping opportunities to quickly scare Hopper. Once she is suitably terrified, drive her to the Harwood Ferry Station to complete the mission.

**Reward:** \$1,000

**SALVATORE WILL GIVE YOU A CALL AND OFFER MORE JOBS AFTER YOU COMPLETE THE MISSION 'BOOBY PRIZE'**

## Contra-banned

There's a deal going down in Portland Docks and Salvatore wants you to handle it. You can't go alone and need to get some backup, so get yourself a four-seater car – the Leone Sentinel parked outside Sal's will suffice. The nearest wiseguy you need to pick up is in Saint Mark's near

Capital Autos. The next can be found in the opposite direction outside the Leone casino. The final guy you need to pick up is waiting outside Marco's Bistro. Once you have all three of them, head down to the docks and stop in the yellow marker. After a short conversation with the Colombians, the cops and FBI will arrive – it's a set-up! Kill any Colombians left standing then climb aboard the Patriot and leave the docks. You will have a three-star wanted rating so the cops will be on your tail. Get over to the Pay 'n' Spray in the Red Light District to lose the cops, then take the car to Salvatore's lock-up in Saint Mark's.

**Reward:** \$1,000

## Sindacco Sabotage

The Diablos have waged war on the Leones and a battle is going on in Hepburn Heights. The Leone numbers are dwindling, so you need to get over there and turn the tide. Sal has left some armour and a weapon in the garage at his place, so grab them, then get a car and drive to Hepburn Heights. When you get there, it can be easier and quicker to run some of the Diablos over instead of shooting them. This will conserve your ammo and health – just make sure you get out and run if the car catches on fire. Also, make sure you don't accidentally run over any Leone guys.

Once you get out, use a weapon with plenty of stopping power, like a Python or Shotgun, to take the Diablos down quickly. Check the radar to see where reinforcements are coming from so you don't get caught off guard. Once the Diablo bar is empty, the mission is complete – but if the Leone bar is emptied, you will fail. If at any point you get low on health, there are two health pick-ups in the area plus some armour.

**Reward:** \$1,500



Make sure you don't accidentally run over any Leone guys.

## The Trouble With Triads

Salvatore has a load of money in a Callahan Point warehouse for you to pick up. Get a car and head there, then drive in through the gate. The Triads are after that money too and blow up the warehouse. You fight your way through the flaming rubble to collect what money is left, with a time limit of 4:30. Look out for fire as you search for the money and shoot any Triads you encounter. Because there are still a few walls of the warehouse standing, you'll probably not encounter more than one or two Triads at a time, making them easy to pick off. Once you have all the money, jump into the nearest car and head to Salvatore's place. The Triads will give chase but only in slow-moving trucks – so as long as you don't stop they shouldn't cause too many problems.

**Reward:** \$1,500

## Driving Mr Leone

Salvatore is getting blamed for everything bad that's happening in the city. He needs to make a quick exit and needs you to drive him. Jump in the Leone Sentinel and head to the Ferry Terminal in Harwood. When you get there, it's crawling with cops so do a U-turn and head for the Callahan Bridge across town. You've now got a three-star wanted rating so the cops will be on your tail. You can stop at the Pay 'n' Spray but it won't keep the heat off for long, although it's a good idea to pay it a visit anyway if your car is getting trashed. If you come across any police bribes on the way, pick them up as they'll lessen the ferocity with which the law come after you.

When you reach the base of Callahan Bridge, head up the right side as fast as you can. There's a ramp ahead so hit it head on as fast as possible to sail over to Staunton Island. Sal will now tell you about a safehouse in Newport, so head over there and drive into the yellow marker to complete the mission.

**Reward:** \$4,000



The cops REALLY want Salvatore! Re-spraying the vehicle will only get them off the scent for a short time.



Scare Jane Hopper in her limo... but be sure not to set it on fire.





MARIA WILL GIVE YOU A CALL AFTER YOU COMPLETE THE MISSION 'NO SELECTA'



**PORTLAND island**

# maria's missions

## shop 'til you STROP

Maria wants to go shopping and needs you to drive her. The first place she wants to go is to the south in Chinatown. Stop in the yellow marker and wait while Maria enters the shop. Things never go smoothly in the world of GTA and Maria runs out after trying to shoplift. You will now have a one-star wanted rating so head down the street until you lose it (this shouldn't be too difficult unless you run into any cops). Maria now wants to go to another shop to the west. Maria will try shoplifting from here too and this time the shop assistant will chase her out with a shotgun. He will fire popping one of your tyres and you will now have a three-star wanted rating. You can go to the Pay 'n' Spray if you want but it's about the same distance to Maria's place so you might as

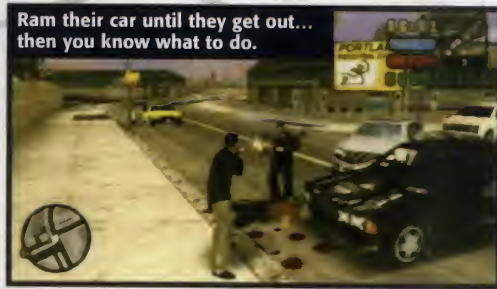
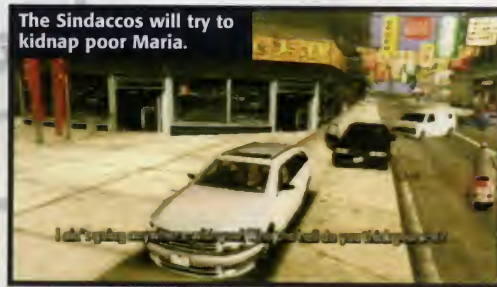
well just take her home. Try to avoid the cops that are chasing and look out for spike strips that they'll throw across the road.

**reward:**

**\$100**

## taken FOR a ride

Maria needs to pay a visit to her dealer in Chinatown and wants a ride. Make sure you have a fast, sturdy car like a Leone Sentinel for this mission, as you'll need it. Once you reach the yellow marker pull in behind the Sindacco Argento, making sure you're facing the same way. Maria will get in the Sindacco car and they will kidnap her. Now you need to get her back, so give chase and ram the car. You don't want to flip the car over or destroy it as that will kill Maria, so don't bother with drive-bys, just ram it as hard as you can until the Sindaccos stop and jump out. Get out of your car and shoot them, then take







Maria back to her place, stopping at the Pay 'n' Spray on the way if you catch the attention of the police.

**Reward:** \$500

## booby Prize

Maria has put herself up for first prize in a street-race. She's regretting the decision and wants Toni to win the race. You'll need a bike, preferably a Sanchez, so cruise the streets until you find one and steal it. If you're having trouble getting your hands on one you might find one in the car park near the starting grid. Once you have the correct mode of transport get to the start line in Chinatown near the Callahan Bridge. You can't shoot the other racers as the race will be called off and the mission will be failed, so you'll have to race fair. Follow the yellow markers, look out for traffic and try not to crash too much. Complete two laps and finish first to complete the mission. As with the car race you will now be contacted via payphones and invited to more bike races.

**Reward:** none

## biker heat

Wayne, the biker that Maria has been hanging out with, has hit her. You're not going to stand for that, so head over to the alley in Chinatown where he's dealing. Walk into the red marker and after a short

confrontation he will flee on a bike leaving his biker buddies to deal with you. Pump a few rounds into them, then jump on the nearest bike and head after Wayne. He moves pretty quickly on his PCJ-600 so try not to crash or you'll never catch him. Try to get close to him on a straight stretch of road and fire over the handlebars to take him out and complete the mission.

**Reward:** \$1,500

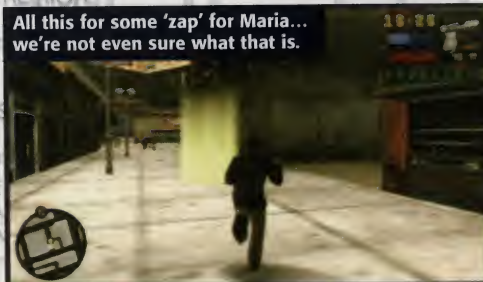
## overdose OF TROUBLE

Maria is OD'ing and needs some zap to help her feel better. She thinks she left some in the diner at Callahan Point so head over there. Unfortunately she's got it wrong and you have now caught the attention of the late Wayne's biker friends, who will now give chase. Maria now thinks she stashed some zap in Hepburn Heights so get over there. As long as you have a reasonably speedy car the biker buddies should cause little or no problem, so don't worry about them. There's no zap in Hepburn Heights either and Maria now thinks she left it in her apartment, so go back to where you started. She's wrong yet again and says she meant Salvatore's place, so take the short trip there to drop Maria off and complete the mission.

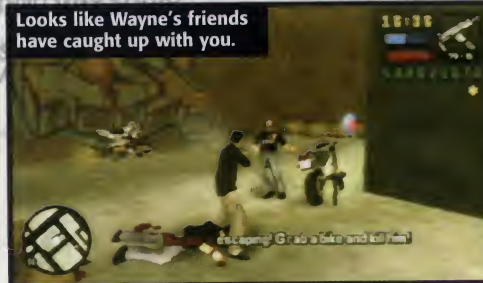
**Reward:** none



All this for some 'zap' for Maria... we're not even sure what that is.



Looks like Wayne's friends have caught up with you.



After you win the bike race you'll be contacted for more races.





# Staunton island

## SALVATORE LEONE'S missions

Wait outside one of the park's entrances with the sniper rifle.



### a walk in the park

Salvatore wants the Mayor rubbed out – and now is the perfect opportunity as he's taking a jog through Belleville Park. Obviously he's not alone and is surrounded by secret service and police. If you enter the park armed the alarm will immediately be raised and the Mayor will make a run for it. This isn't necessarily a bad thing as you can simply ram his car off the road – but once again, his car will not be alone. Get yourself a sniper rifle and a PCJ-600, then stand outside one of the park entrances. The Mayor does a circuit of pretty much the whole park and stops every once in a while to catch his breath. Eventually he'll pass through your sights – so when he stops, take him out. This will obviously alert the secret service and cops to your location, so jump on your bike and race to the Mayor's location so you

can pick up his phone, which Salvatore wants. You'll inevitably take a few hits when you get off the bike, but if you're quick you should be back on it and away before you come to any serious harm. It's not a long drive back to your safehouse so you won't have to avoid the cops for too long.

**reward:** **\$1,500**

### making toni

Salvatore sends Mickey and the boys round to pick you up. They tell you to drive over to the alley in Bedford Point to meet Sal. Everything looks a little suspicious at first and reminiscent of when JD was whacked. However, Salvatore has good news and Toni is now a 'Made' man. After the ceremony you'll be dropped back at your safehouse. Ma will give you a call to congratulate you and will now call off her hit on you – how generous.

**reward:** **\$2,000**

**SAL WILL GIVE YOU A CALL TO MEET HIM AT THE JETTY AFTER YOU COMPLETE 'THE MORGUE PARTY CANDIDATE' FOR DONALD LOVE**

### caught in the act

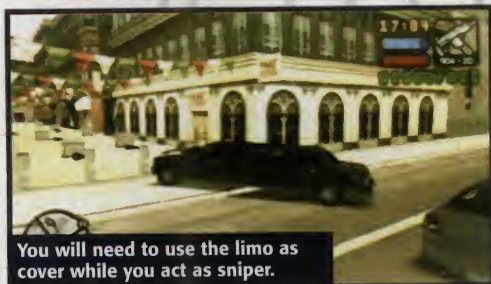
Sal wants to have a little chat with the Mayor's assistant about Franco Forelli. He's doing a little fishing and is kidnapped from his boat. Once he's on board the secret service will be out in force and on your tail. Sal is at the wheel of the boat, while you must fire at the pursuers. Their main method of attack is by boat, so simply fire at the crafts until they explode. Agents will also be positioned on jetties that you pass. Keep an eye out for barrels that you can shoot to take out multiple targets. Eventually the secret service will attack by helicopter, so quickly shoot the four agents firing down at you, then take down the chopper itself. Sal will now return you to a jetty in Newport.

**reward:** **\$2,000**



The boat explosions are fairly spectacular.





You will need to use the limo as cover while you act as sniper.

## Search and Rescue

The Forellis and Sindaccos have gone to war and Sal is in Fort Staunton, caught in the middle of a firefight. Armour will be useful in this mission, so pick some up in the alley behind Ammu-Nation on the way to pick up Salvatore's bullet-proof limo from the car park in Newport. Now head to Fort Staunton and stop in the yellow marker. The alley will fill with enemies so use the limo as cover while you take them out with a sniper rifle. This will get you a wanted rating so grab the police bribe from the alley behind you, then get back in the limo and drive it round to the other end of the alley – this is a much shorter distance from Sal, making it easier to rescue him. Get out and head down the alley to Salvatore's location and take out the two Forelli goons shooting at him. Move over to his position and he'll start to follow you. Head back to the limo, taking out the goons that stand in your way as you do. You will no doubt have a wanted rating again by now so look out for cops as you drive the short distance to Salvatore's place in Newport. Deliver him safely and the mission will be complete.

**Reward:** \$2,000

## Taking the Peace

The Forellis and Sindaccos are trying to make a truce and Sal wants you to mess up the meet. After you speak to him on the phone at Liberty Campus, head north across the road to the van park in front of the hospital. Get inside and Sal will explain that he's rigged Paulie Sindacco's car and you'll be able to take control of it from inside the van. You will now see Paulie's car on the way to the meet and all you need to do is press  $\times$  to take control and see the road ahead via a camera feed. You don't have to do this straight away and you can wait until he is about to arrive.

Whenever you take control you have five minutes to get to the meet and kill the Forellis before Paulie regains control. The meet isn't too far away so just follow the blip on the radar. Once you get there just drive up and down running over the Forelli goons. There is a slight delay on the controls so turn early to compensate. Keep an eye on the damage meter and be as quick as you can, taking them all out so they can't shoot the car too much. Once all the Forellis are dead, the mission is complete.

**Reward:** \$2,500



## Shoot the messenger

One of the Forellis has found out that it's the Sicilians that have turned the families against each other. He is on his way to tell Franco Forelli in an effort to end the war. Salvatore would prefer the war continued so that the families wipe each other out. He has left a boat for you by the pier in Bedford Point. Climb aboard and head towards the wiseguy's boat, which is the red blip on the radar. To stop the boat you'll need to perform a drive-by – which, if you're lucky, will kill the wiseguy and complete the mission very quickly. If not, the boat requires a great number of hits in order to destroy it and all the while the Forellis will be shooting back at you. If you don't manage to destroy the boat before it reaches the jetty in Aspatia it will dock and the wiseguy will make a run for it. All you need to do now is give chase and gun him down. Alternatively, if you have a sniper rifle, just stay where you are and take him out with one shot – this can be risky if you're not a good shot though.

**Reward:** \$3,000



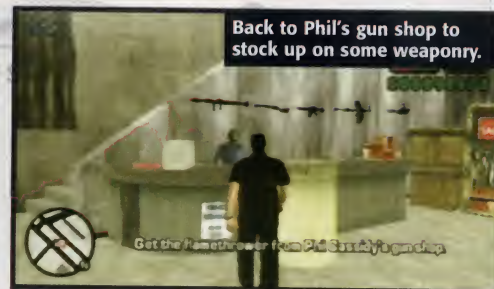




**staunton island**



That's some more of O'Donovan's team wiped away...



Back to Phil's gun shop to stock up on some weaponry.

# donald love's missions

## the morgue party candidate

For some reason Donald wants a body that is on its way to the pathology labs. Get a car and head to the blue blip, which is a Hearse containing the body that Love wants so badly. Ram it and the driver should eventually jump out, leaving you free to steal it. You will immediately get a three-star wanted rating so your first priority is to get the car over to the Pay 'n' Spray in Newport so you lose the heat. Once the cops are off your back, head to Donald Love's building and park the Hearse in his underground garage.

**reward:** \$1,000

## steering the vote

The voting for Mayor is getting close and Donald wants you to get out there on the campaign trail to win some votes. Get into the Campaign Rumpo parked outside the building and head to the yellow

markers. Each time you pass through one of them, the vote in that area will swing to Donald Love. Once you hold a couple of areas O'Donovan sends out his own campaign vans. These will now try to win back areas from Donald and you only have a limited time to get them back. To secure the vote you need to hold five areas at once, so try to go for the yellow blips that are close together so O'Donovan's vans have less time to win areas. It's easier to go back to Bedford Point to the first yellow markers you encounter, as they are close together and O'Donovan's vans will then have to turn around in order to win them back. Once you hold five areas you'll have to destroy O'Donovan's campaign vans – so just perform drive-bys until they blow up, which shouldn't take long.

**reward:** \$1,500

## cam-pain

Donald wants you to cripple O'Donovan's campaign further by killing some of his campaign workers within the next four hours. He'll kindly give you some armour for this mission, so don't worry about picking any up before you start. The first group he wants dead are in a building just down the street from Donald's place. They're a couple of floors up so use the stairs to find them. Your targets are the people with red arrows above their heads but Forelli goons are protecting them, so as soon as you start shooting so will they. Wipe them all out and grab the armour up here before making your way back down to the street.

You will have attracted the attention of the cops so do your best to avoid them and grab a vehicle, preferably a bike. Now head to Newport and the next set of campaign workers, who are out in the open. A quick and easy way to take them out is to drive towards them, shooting over the handlebars,

as this enables you to make a quick escape before the cops arrive.

The final group is in Liberty Campus, but they're not easily accessible by bike so you'll need to do it on foot. Head up the steps to their locations and gun the Forellis and the campaign workers down to complete the mission.

**reward:** \$1,500

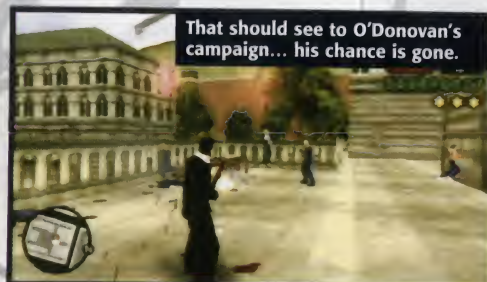
## FRiggin' the Rigg'n'

The Forellis have been printing fake ballots so O'Donovan can win the election. They must be destroyed, so Donald has paid for a Flame-Thrower at Phil Cassidy's Fully Cocked Gun Shop. Head north to its location and go inside to pick up the weapon, then continue to the Forelli warehouse in Fort Staunton. When you get there kill the two Forellis in the entrance and then pick up the Grenades on the left. Enter the warehouse and kill a couple more Forelli goons, then start torching the stacks of fake ballot papers. There are also two printing machines in here which need to be destroyed – and that's where the grenades come in handy.

As you're doing all this more Forellis will enter the warehouse to try to stop you, so kill them as they arrive. If you get low on health you'll find some on the raised section in the corner. Some Forellis will arrive in a van that they park just inside the entrance – while it's tempting to simply blow it up, you should try to leave it intact. Once everything in the warehouse is destroyed, the Forellis will flee with the last of the fake ballots in the two vans parked outside. Quickly get into the van that you left in one piece (hopefully) or use the Sanchez, which should be parked just outside. Chase the two vans and use drive-bys to destroy them both.



It's all about securing Donald Love's votes in this mission.



That should see to O'Donovan's campaign... his chance is gone.







An alternative way to complete this mission is to destroy the two vans parked outside before you enter the warehouse, then you won't have to chase them and all you need to do to complete the mission is leave the area – the choice is yours.

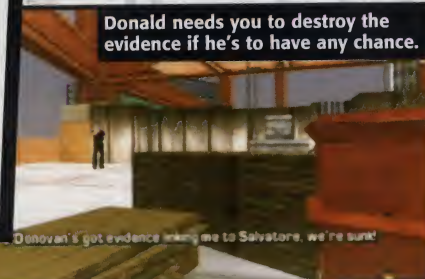
**Reward:**

**\$1,500**

**DONALD WILL CALL WITH ANOTHER MISSION ONCE YOU COMPLETE THE CHURCH CONFSSIONAL MISSION 'FALSE IDOLS' AND 'MUNITIONS DUMP' FOR LEON MCAFFREY**



Donald needs you to destroy the evidence if he's to have any chance.



## Love & bullets

Donald has to make a public appearance but is convinced that the Forellis will try to whack him, so you're coming along for the ride. Of course, Donald is absolutely right and the Forellis ambush the limo. You need to take them all out with the sniper rifle in the trunk before the vehicle is destroyed and Donald is killed. There's no need to move, as the Forellis are concentrating on the car, so simply take aim and shoot all of them quickly. Once the threat is gone, get into the driver's seat of the limo and head south back to Donald's building. On the way Forellis in Bobcats will attack – but as long as you put your foot down the Stretch can easily outrun them. Stop in the yellow marker to complete this relatively easy mission.

**Reward:**

**\$2,000**

## COUNTERFEIT COUNT

The voting is neck and neck so Donald needs you to go and steal some of the uncounted ballot papers so they can be replaced with rigged ones. Follow the blue blip on the radar to find the ballot van and wait until it stops at the corner of Belleville Park. A courier will now collect some ballot papers from the van, so kill him when he has them. Then pick up the package, return to your vehicle and follow the van again. All you need to do now is repeat this process twice more with another two couriers, at the other end of the park and in Bedford Point, and the mission is complete – easy! You may well attract the attention of the police during this mission, but you shouldn't get any more than a one-star wanted rating unless you start gunning the cops down.

**Reward:**

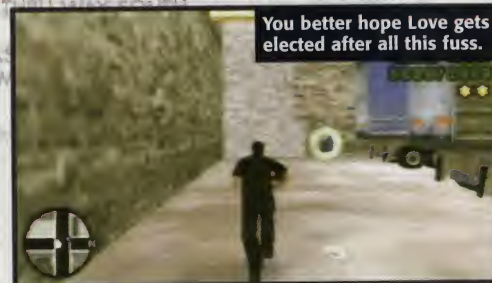
**\$2,500**

## Love on the Rocks

Before you attempt this mission, make sure you have full health and armour plus a sniper rifle and rocket launcher. O'Donovan has evidence that links Donald to Salvatore and he needs you to get rid of it. One of his men knows the location of the van holding this evidence, so head to the area under the overpass in Newport to find him. Get in the car and he'll tell you that the van is just down the street but is heavily guarded. Leave the contact's car and head south down the road. Take out your rocket launcher and fire at the vans and cars blocking the road ahead. Some enemies will now start shooting you, so remain at this safe distance and use the sniper rifle to take them out. Move forward cautiously, looking out for more enemies, shooting them as they appear. As you approach the van go over to the trailers on the left to find some health and armour to pick up, if you need it. Jump into the van and head back the way you came, back to Donald's place. The cops and O'Donovan's men will be on your tail, so drive fast and try to avoid crashing. Park the van in the underground garage to complete the mission.

**Reward:**

**none**





# church confessional missions

**Staunton Island**

In this mission you are actually protecting people.



**THE CHURCH CONFSSIONAL WILL BE AVAILABLE ONCE YOU COMPLETE 'THE MORGUE PARTY CANDIDATE' FOR DONALD LOVE**

## L.C. Confidential

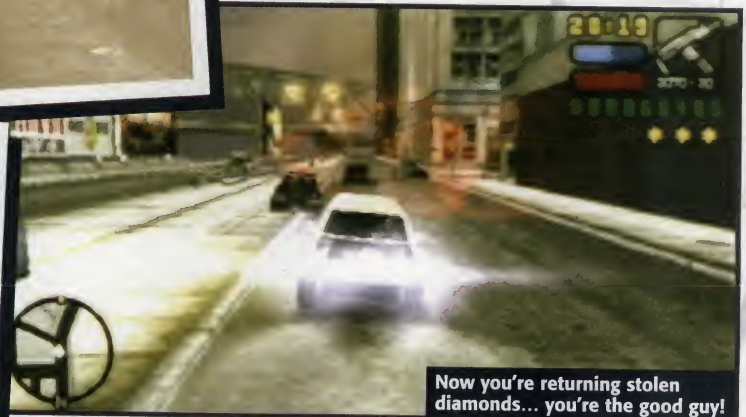
The Father says there's a guy about to give a fabricated report about athletes taking drugs to the FBI. He wants you to stop this happening and save their innocent careers. First you need an FBI Cruiser – you can find one at a crime scene on the Newport flyover, so get over there quickly as you don't have long. Smash through the cop cars and steal it, then head south to the meeting with the informant. He soon discovers that you're not an FBI agent when some more FBI guys show up. He'll make a run for it so jump out of the car and shoot the FBI agents, then chase after the informant in the car or on foot and kill him. Pick up the report he drops and drive to

the Liberty Tree in Bedford Point and stop in the yellow marker to complete the mission. You'll probably pick up a two-star wanted rating during this mission, so look out for cops on your tail.

**reward: \$1,500**

## the passion of the heist

The Father knows the location of some stolen diamonds that he wants you to get your hands on so he can return them. Get to the ferry terminal in Rockford to see that a veritable army of guys and a helicopter protects the diamonds. Stop a good distance away from them and get out of your vehicle. Pick your most powerful weapon and take aim at the helicopter, shooting until it catches fire. Enemies will start coming towards you across the road, so quickly turn your attention to them using your car for cover. A few guys will remain in the area across the street, so take out your sniper rifle if you still have one and finish off the remaining enemies. Now grab the briefcase containing the







diamonds and get into the nearest vehicle, which is probably the Stretch. You will now have a three-star wanted rating so put your foot down and head south to the Liberty Tree offices in Bedford Point. Stop in the yellow marker to complete the mission.

**Reward:** \$1,500

## Karmageddon

The Father wants you to teach the pollution-spewing drivers of Liberty City a lesson. Head to the fire station in Belleville Park and steal the Fire Truck. You now have four game hours to cause as much destruction and mayhem on the roads as possible until you fill the meter. The best thing to do is stick to the road that you're already on, as it is wide and reasonably straight. Head right and plough into any traffic you see. The most points are given for multiple car pile-ups, so keep your eyes open for groups of vehicles. Rolling cars over or spinning them round also scores lots of points. Basically, anything that causes damage to other vehicles will help you complete this mission. If you get as far as the end of the road you're on, simply turn around and go back the way you came. You will no doubt pick up a wanted rating so look out for cops who will try to ram you from the road, which is dangerous when there is water on one side. When the meter is full, you need to destroy the fire truck to get rid of the evidence. As the road you are on is right next to the water, simply drive straight for it and dive out just before the Fire Truck plunges into the drink.

**Reward:** \$1,500



The Father's missions have got a little nasty.



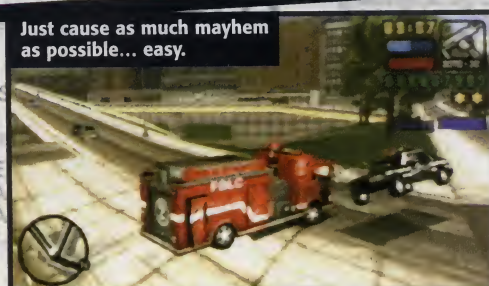
## False idols

Father Ned thinks the cult of celebrity has gone too far and wants you to kill three actors on their way into the city for a radio interview. Black Lightman is travelling by limo, DB-P is coming in by boat then transferring to a bullet-proof Patriot, and Faith W is arriving by helicopter. The Father has paid for a rocket launcher at Phil Cassidy's Gun Shop, so get over there first and pick it up. The first target you should go for is Black Lightman, as his limo isn't far away. Catch up with it then fire a rocket to destroy it. By now DP-B should be ashore in his Patriot so chase that down too and fire another rocket. Faith W won't be far from her destination now, so quickly get to her location and fire one last rocket at her chopper to bring it down. You may attract a little police attention during this mission but nothing that should cause you any problems. **AIN** you need to do now is get back to the church and tell Father Ned you have completed the mission.

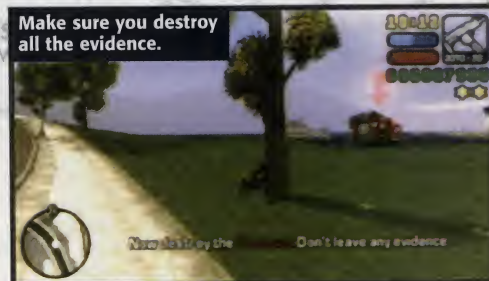
**Reward:** \$1,500



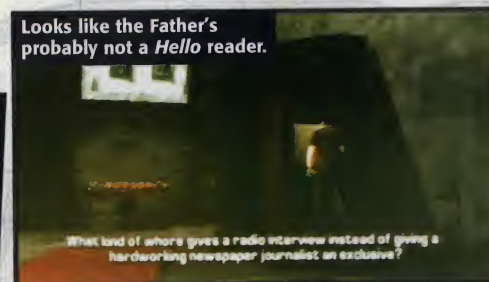
Just cause as much mayhem as possible... easy.



Make sure you destroy all the evidence.



Looks like the Father's probably not a Hello reader.



Layton

CREEK



DB P is down

Two celebrities down... just one more to go.





**staunton island**

It's time for you to take control of the whole city.

# Leon McAffrey's missions

**LEON WILL BE AVAILABLE FOR MISSIONS ONCE YOU COMPLETE 'CAUGHT IN THE ACT' FOR SALVATORE LEONE**

## sayonara sindaccos

McAffrey wants to help you take over the whole city and he wants to start by hitting some Sindaccos. Get in his car and drive over to their territory in Torrington. Leon will drop you off and give you an M4 with instructions to kill a few Sindaccos to get their attention. There are only six of them here so you should have no problem taking them all down quickly with the powerful M4. Once they're dead, Leon will pick you up and the Sindaccos will give chase in Bobcats and on PCJ-600s. Take aim and destroy the Sindacco vehicles quickly before Leon's car takes too much damage. Leon will shout out where the Sindaccos are coming from, but you're better off relying on the radar as

Put your foot down... they'll be after you.



he's often wrong. In a final attempt to kill you, the Sindaccos will attack by helicopter, so quickly kill the two goons firing down at you and then destroy the helicopter itself to complete the mission.

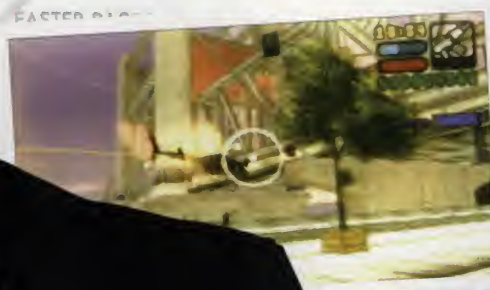
**reward:**

**\$1,500**

## the whole 9 yardies

MARTIN BRIDGE

The Yardies have their eye on the Forelli turf in Newport, so McAffrey wants you to lure some Forellis to Rockford where the Yardies are waiting to take them out. Get over to the blue blip at Bedford Point and you'll see a group of Forelli bikers. Don't kill any of them, but steal one of the bikes and head north. Put your foot down and try







Leon's new partner should look familiar to GTA fans.

not to crash, as the Forellis will be right behind, just waiting for an opportunity to kill you. Follow this road all the way round to where the Yardies are lying in wait in Rockford and head through the yellow marker. Now you must help the Yardies to kill the Forellis. There are only four of them, so a quick burst from your M4 (if you still have it) should take them all down in double-quick time.

**Reward:** \$2,000

## CRAZY '69'

This mission sees you assisting the Yakuza in taking over the Forelli-controlled Belleville Park by killing 20 goons with only a Katana in four hours. Head over to the park and enter it to see your first Forelli target ahead. All the Forellis are armed with cleavers so you don't need to worry about them shooting you. Just run at them while swinging your katana to make mincemeat out of them. The only time you really need to worry is if you get surrounded. All you need to do in that situation is run away until the group has split up. Obviously, running around the park lopping heads off will get you a wanted rating, so pick up the bribe on the bridge if you need to. The mission is complete once you've killed 20 Forellis.

**Reward:** \$2,000

## night of the livid dreads

The Sindaccos are trying to take back their turf in Newport from the Yardies. McAffrey wants you to get over there and help fight the Sindaccos off. The shoot-out is happening in the alley behind Ammu-Nation so grab a vehicle and get over there. Grab

the shotgun in front of you then blast the three Sindaccos ahead, making sure you don't hit the Yardies by mistake. One of the Yardies needs an ambulance – so while their leader goes to get one, you need to clear a path to the other end of the alley. Shoot four more Sindaccos who come at you from the alley ahead, then turn around and follow the Yardies. Kill another two Sindaccos, then move forward cautiously and kill another round the corner to the right. Grab the grenades here then head down the alley on the left. As you reach the end a Sindacco will run in front of you, so blast him as he moves. Now head right into the alley and shoot any Sindaccos you can who are up ahead before ducking into the alcove on the left to find some armour. A Sindacco on a Sanchez will now drive past this alcove so shoot him as he does.

Now those grenades you picked up will come in useful. There are a large number of Sindaccos at the end of the alley so lob a few grenades until it looks like most of them are dead. Move forward with shotgun in hand and take out any who are left. As you move towards the road a few more will appear from inside the van across the street. Take them all out, then step into the yellow marker that appears. The Yardie will arrive with an ambulance and the mission will be complete.

**Reward:** \$2,000

## munitions dump

The Forellis have two trucks filled with guns that they're moving to Fort Staunton. You need to intercept and destroy these trucks. Grab the Sanchez and head towards the red blips. The closest one should be around Bedford Point by now so come up behind it and start firing over the handlebars. The truck has a couple of Forelli goons on board who will fire back, but you should be able to take them



Another Sindacco bites the dust.



out pretty quickly. What you should be more concerned about is the back-up that arrives when you start shooting at the truck. The Forellis will chase you and, if you're not careful, will knock you off the bike. You'll quickly be surrounded if they do. Try your best to evade these cars and stay on your bike, shooting at the truck all the while.

Once the truck catches fire, turn around and head towards the second truck, which will probably be somewhere around Torrington by now. Do exactly the same again, looking out for the backup once again. The cops will probably be on your tail by now too, so your skills with a bike need to be good. You can attempt this mission in a car but it's a much easier target for the goons on the back of the trucks to hit, so you'll have to keep swapping vehicles.

**Reward:** \$2,500





# Shoreside Vale

## SALVATORE LEONE'S MISSIONS

You'll need a lawyer's outfit for this mission... a suit presumably.



Press L button to take the weapon. Any weapon of the same type will be lost.



### Rough Justice

If you go to the yellow marker outside the police station to start this mission you'll be told you need the Lawyer's outfit. Mr Benz will now appear on the map, so head over there and get the appropriate attire. Go back to the police station and start this mission. Sal wants revenge on the Forellis for helping to put him behind bars. He tells you to get some help from the Hoods, so get a four-door vehicle and head over to Cedar Grove. Pick up the Hoods then continue down the hill to the red blips in Wichita Gardens. Each blip is a Forelli car, which you need to damage in order to get their attention. Pick a car and ram it, then jump out of the vehicle and kill all the Forellis who appear. Now move on to the second vehicle and do the same again, wiping out all the Forellis you see to complete the mission.

**Reward:** **\$2,500**

Pick up the rocket launcher before you go after Paulie Sindacco.



### Dead Reckoning

Now it's the turn of the Sindaccos to feel Sal's wrath. Paulie Sindacco is trying to make his escape by boat from the Cochrane Dam Power House, so get over there. Before you stop in the yellow marker, go over to the building to find a rocket launcher next to it, then return to the yellow marker. Paulie spots you and sets his guys on you while he flees in a boat. Ignore the goons and drive up the road until you're a reasonable distance ahead of him. Get out of your car and run over to the shoreline. Take aim with the rocket launcher and hit Paulie's boat twice as it comes towards you. With the boat sunk the mission is complete.

**Reward:** **\$3,000**



### Shogun Showdown

Salvatore has told you that the Yakuza have a stockpile of weapons over in Aspatia, so you need to head over there and change that. Cross the bridge back to Staunton Island and cruise the streets looking for a Yakuza Stinger to jack, as without one you can't continue this mission. If you can't find one head over to the docks at Newport and you should see one parked outside an apartment block near the water (not far from where that van full of evidence was in Donald Love's mission 'Love On The Rocks').

Once you have the required vehicle drive to the Yakuza compound in Aspatia and the gate will open for you. Drive in, taking care not to run over any Yakuza by accident. The Yakuza have a tank, drive over and park close enough to it that you can just hop from your car to the Rhino quickly. The moment you exit your car the Yakuza are alerted so put your foot down in the Rhino and leave the compound. You're pretty much indestructible now and the only thing that can stop you is being pulled from the vehicle or plunging into the water. You don't have far to go so try not to let either of those things happen. You need to destroy the tank, but even a rocket launcher is pretty much useless against a Rhino, so head to 8-Ball's Bomb Shop a few blocks away to get it rigged with explosives. Once it is, get out and move a safe distance back before detonating it to complete the mission.

**Reward:** **\$3,000**





Don't get too far from the transport van

You must keep the transport van in sight or it's mission failed.



But listen, I'm gonna head up to the house and get out of these stinking rags, okay?



The Sicilians will chase you all the way to Staunton.

## the shoreside redemption

**SALVATORE WILL GIVE YOU A CALL ONCE YOU COMPLETE 'LOVE ON THE RUN' FOR DONALD LOVE**

Sal is getting out but he thinks someone will try to whack him on the way to court. You need to make sure that doesn't happen. Get a police car from behind the police station then move the car into position in the yellow marker. You must now escort the security van to its destination. The convoy starts by heading up over Cochrane Dam, but the

Sicilians have blocked the road. The van will make a U-turn so follow it and stick close. The Sicilians have set up more roadblocks along the van's route. So when you see one, overtake the van and ram through it. Some of the Sicilian Stingers will chase the van, so ram and perform drive-bys on them to protect Sal. Keep an eye on the van's damage meter and continue to protect it as you head across the bridge onto Staunton Island. Once you reach Staunton, there's only one more roadblock before the van reaches its destination, so ram your way through it and then fight off any Stingers that attack. Once the van arrives at the courthouse south of Belleville Park, the mission is complete.

**Reward: \$4,000**

## the Sicilian gambit

Sal wants to pay the mayor a visit but he has a feeling that the Sicilians are on their way there too. Get a car and drive Sal over to City Hall on Staunton Island, looking out for Sicilian Stingers on the way. When you reach City Hall Sal will look for the mayor while you must deal with the four Sicilian wiseguys. Kill them and Sal will return to tell you that the Sicilians already have the mayor and have taken him to the pier in Newport. Head over there and stop in the yellow

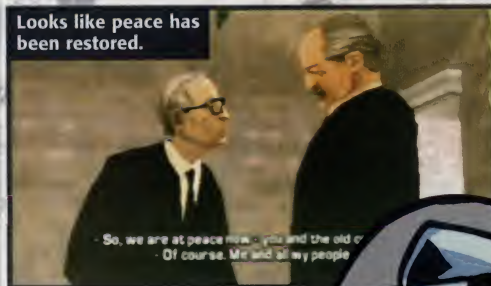
marker to see the Sicilians take him away in a boat. Kill the goon down on the pier and you'll board a boat with Sal. He'll take the wheel while you man the gun. Some Sicilian boats will give chase so use the mini-gun to destroy them. A chopper will join the chase after a while, so shoot it out of the sky.

Continue to destroy the pursuing boats until you finally reach the lighthouse to the east of Portland Island. Kill the Sicilians on the jetty by blowing up the boat, then proceed up the stairs killing a couple of Sicilians up on the left. When you reach the gate use a rocket, if you have plenty, to kill the Sicilian hiding behind the boxes. Continue up the stairs and use a sniper rifle to take out one more Sicilian at the top by the yellow marker, then walk into it. Massimo has the mayor but releases him and runs off to his chopper. Grab the armour if you need it and then take out your rocket launcher. You need to hit the chopper three times to take it down so wait until it comes down low and fire. Run around the top of the lighthouse to avoid the gunfire from the chopper but keep away from Sal and the mayor, as the chopper will only target you. If you run out of

rockets use the M4 that you can pick up to finish it off. Down the chopper to finish the story missions – sit back and watch the credits roll.

**Reward: \$500,000**

Looks like peace has been restored.

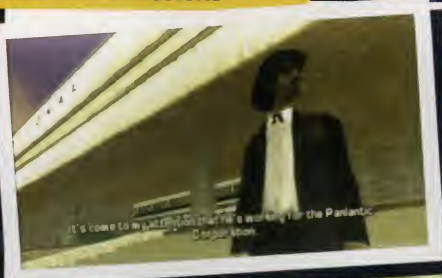


So, we are at peace now... you and the old... Of course. We and all the people

San Andreas Sound







**shoreside vale**

# donald love's missions

## panlantic land grab

**DONALD WILL GIVE YOU A CALL WITH MORE MISSIONS WHEN YOU COMPLETE 'DEAD RECKONING' FOR SALVATORE LEONE**

Donald has a plan to get himself back on his feet and it involves his old mentor Avery Carrington. Drive Donald over to the airport and stop in the yellow marker. Watch as Avery appears and gets into his car, then follow him. He will head across the bridge to Staunton Island and is protected by two Cartel Cruisers. Shoot the rear Cartel Cruiser first and the lead car will turn around, leaving Avery unprotected. Don't worry about destroying the Colombian vehicles, as they won't

put much effort into chasing you. Catch up to Avery and proceed to ram and shoot at his car. Don't be too aggressive, as the plans that Donald wants will be lost if the car is destroyed while Avery is still in it. Eventually Avery will jump out and seek a new mode of transport, so quickly jump out and shoot him, then pick up the plans. Now all you need to do is take Donald back to his place in Shoreside Vale.

**Reward:** **\$3,000**

## stop the press

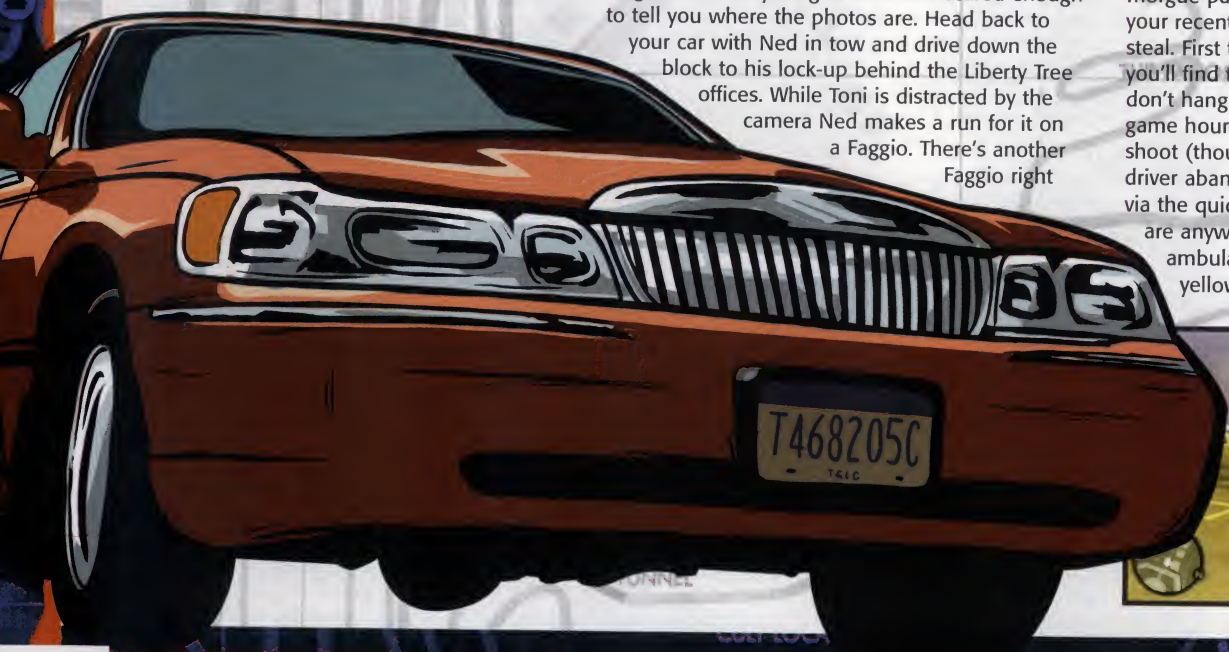
A reporter has photos of you and Donald killing Avery. He's at the church in Bedford Point on Staunton Island, so head over there. Walk into the yellow marker to enter the graveyard and find Ned. Target him with your gun until he's scared enough to tell you where the photos are. Head back to your car with Ned in tow and drive down the block to his lock-up behind the Liberty Tree offices. While Toni is distracted by the camera Ned makes a run for it on a Faggio. There's another Faggio right

next to you that you can chase him on, but it's much easier to catch him if you take the vehicle you came in, or another bike. A bike is preferable as you can shoot over the handlebars and Ned takes some narrow alleyways as he makes his escape. Whatever mode of transport you pick don't let Ned get too far away. Stay close and shoot him when you get the chance until he eventually falls off his bike and the mission is complete.

**Reward:** **\$2,000**

## morgue party resurrection

Donald is back on his feet and wants another morgue party to celebrate. The bodies of two of your recent victims, Avery and Ned, are available to steal. First take Donald to Wichita Gardens, where you'll find the ambulance carrying Avery's body - don't hang about as you only have eight and a half game hours to complete this mission. Ram and shoot (though only lightly) the ambulance until the driver abandons it. Now head over to the airport via the quickest route, which is the tunnel if you are anywhere near the entrance. Drive the ambulance into the hangar and stop in the yellow marker.







Hand over your \$20,000 cash to start the next mission.

Don said you'd pay me up front and he'd reimburse you later.

Now hop on the Freeway that is parked in here and head across the bridge to Staunton Island. Continue to the church where parked outside will be the hearse containing Ned's coffin. Steal it and you'll immediately get a two-star wanted rating. Floor it back towards the bridge and quickly make a right turn as you pass under the bridge. There's a police bribe here that should stop the cops from being too aggressive as you head back to Shoreside Vale across the bridge. The police bribe is only temporary, though, and if you're spotted you'll get your wanted rating back again. As you head into the airport there's another bribe on the left, so grab that one too. Park the hearse in the hangar and Donald can start his party – fortunately you're not invited.

**Reward:** \$2,000

## no money, no problems

This isn't really a mission but more of an errand. Once you complete 'Morgue Party Resurrection' Donald will give you a call. He wants you to go and see 8-Ball in Pike Creek and arrange some explosives. Step into the yellow marker outside the bomb shop and 8-Ball explains that it will cost you \$20,000 and he'll call you when the explosives are ready. As long as you have the cash and have completed the mission 'Cashing In Kazuki's Chips' for Toshiko then 8-Ball will call you almost immediately. Step into the yellow marker again and the next mission will start.

**Reward:** none

## bringing the house down

8-Ball has finished preparing the explosives and they are in a Rumpo. Get into the van and head to one of the Porter Road Tunnel entrances. The nearest is next to the airport, so it's probably best to head there. Drive carefully on the way, as too much damage will set off the bomb. The Forellis will ambush you on the way but won't shoot and will only try to ram you. Do your best to avoid them and

head into the left hand tunnel so you are driving against the flow of traffic. This sounds dangerous, and it is if your driving skills are lacking, but it makes it much easier to lose the Forellis as they'll plough straight into the oncoming cars in their efforts to ram you. Follow the tunnel to the newly opened section, which leads to Staunton Island. The Forellis should be off your case for now so concentrate on avoiding the piles of rubble on each side of the tunnel. Follow the tunnel to where it emerges into a subway tunnel in Fort Staunton and run over or shoot the two workers you see so there aren't any witnesses. Head right down the subway tunnel and stop at the yellow marker.

Watch as Toni places some of the explosives, then return to the van and turn around. The timer has now started and you have three minutes, so drive to the yellow marker at the other end of the tunnel and turn left. Follow this tunnel, taking care as you drive over the mounds of rubble, to a station and your second bomb location. Once the bomb is placed, quickly kill the worker then return to the van and continue down the tunnel to the final location.

Now all the bombs are placed and you must escape through the subway entrance. Take the Bobcat so you don't have to worry about turning around and head back down the tunnel. You will now see that the Forellis have blocked the exit, so reverse and then drive up onto the platform and smash through the gate on the left. Now sit back and watch the fireworks.

**Reward:** \$5,000

## love on the run

Donald has the Colombians after him now so he needs your help once again. As you leave the house the Colombians will start coming through the gate, so pick them off with an M4 or something similar. They will keep on coming so don't let up and also look out for some entering the grounds in Cartel Cruisers. If you need more health and armour you'll find it in the bushes near the house and there's also some armour in the garage where Donald is cowering. If you need some cover hiding in the pool is a good idea as the Colombians have trouble hitting you when you're in it. Keep the Colombians away from Donald and eventually they'll stop coming. Now get a vehicle and head



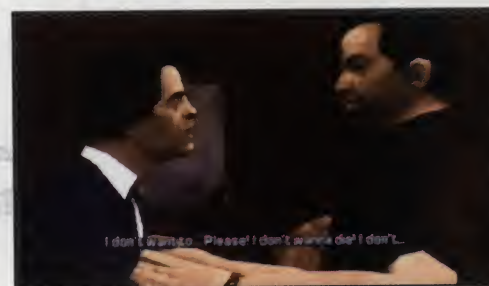
You need to lose the Forellis – drive in the wrong lane.

The Forellis? What are they doing here?

**Reward:** \$6,000



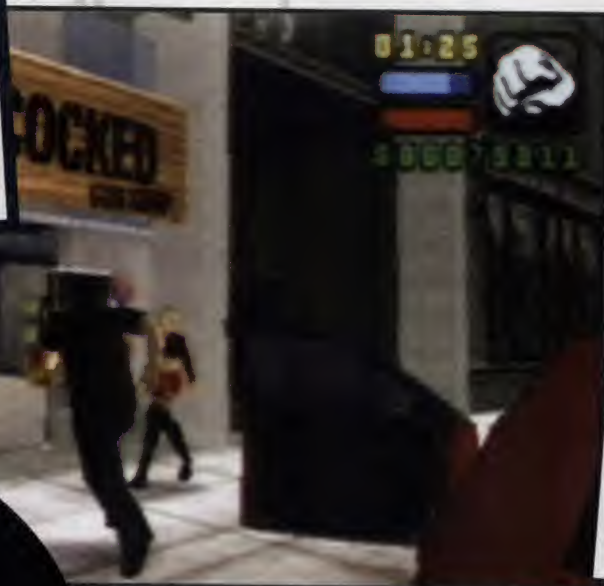
Sit back and enjoy the fireworks display.



I don't want to. Please! I don't want to! I don't...







# toshiko kasen's missions

## shoreside vale

### more deadly than the male

Toshiko wants to destroy her husband's criminal empire and needs your help to do it. Kazuki has more munitions coming in and she wants you to steal them. Head off towards the pier at Bedford Point, stopping at Phil Cassidy's gun shop on the way to buy a rocket launcher if you don't already have one (another will be available for free in a minute if you're short of cash).

Once you reach the pier, you'll see there are some Yakuza guarding the path leading down to it. Use an M4 or something similar to take them out as you make your way to the bottom. Once the area at the bottom is clear of Yakuza grab the rocket launcher and armour and make your way along

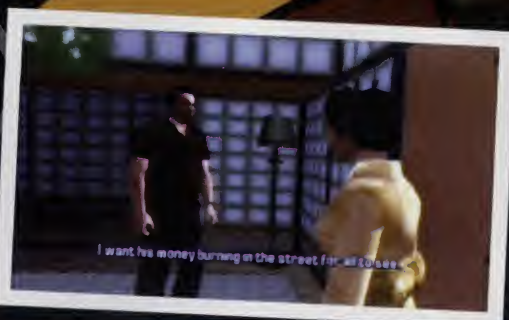
the pier. The munitions are in the boat on the right – but before you steal it, use rockets to destroy the two Yakuza boats nearby. Once in the boat head north up the coastline. More Yakuza boats will appear, but as long as you keep moving they shouldn't pose a major threat. After a short while you'll see the yellow marker at the ferry terminal – head over to it to complete the mission.

**reward:** **\$2,000**

### cash clash

Toshiko wants you to destroy the cash that her husband is moving from his casino. The cash is already on the move in three security vans and you only have until they reach the Yakuza compound in Aspatia. They will pass right by the building you're in, so quickly grab a vehicle and give chase. The easiest

Hurry – you've only got until they reach the Yakuza compound.





It's your job to transport Toshiko to the opera.



thing to do is to get ahead of the vans then stop and use a rocket launcher to destroy them. The moment the first one is destroyed you'll get a three-star wanted rating, so you'll want to destroy the other two quickly to end the mission. The remaining vans will also speed up in an effort to escape, so be quick with your rocket firing. If one does slip through get after it and use drive-bys to finish it off.

**Reward:**

**\$3,000**

## a date with death

Toshiko wants to enrage her husband further by going to the opera with Toni. Head round the corner to pick up the Stretch and drive it round to the front to pick up Toshiko – don't hang around as you only have three game-hours to get to the performance. Now Toshiko is aboard drive to Mr Benz in Bedford Point to pick up your Tuxedo. Now head across town to the yellow marker in Fort Staunton and you'll have arrived at the opera. The Forellis will ambush you after the performance, so take them out and make sure Toshiko isn't killed. Once they're all dead get back into the limo and return Toshiko to her apartment in Torrington. You will probably have attracted the attention of the police, so look out for them as well as more attacks from the Forellis on the way. If it looks like the car won't make it pay a visit to the Pay 'n' Spray if you can.

**Reward:**

**\$2,000**

Looks like a woman's getting you in all kinds of trouble again!



## Cash in Kazuki's chips

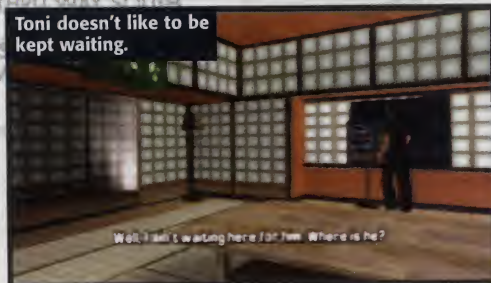
Kazuki finally knows that it's you who's been disrupting his organisation and is preparing to come and kill you. You need to beat him to it. Drive to his place at the north end of Belleville Park and stop in the yellow marker. Toni will walk up to the lift and it will open revealing some Yakuza. Kill them, then turn around to take on the Yakuza who arrived by car behind you. There aren't many, so deal with them quickly and then watch as Kazuki flees by helicopter. Grab the armour in the alley if you need it, then steal one of the Yakuza Stingers and follow Kazuki to the casino. More Yakuza will attack you on the way so put your foot down and try not to crash. When you reach the casino more Yakuza will be waiting, so use your most powerful gun to take them out. Head up the stairs (there's some health under them if you need it), killing more Yakuza as you go, until you reach the yellow marker on the roof. Kazuki wants to kill you himself and takes out a katana. He expects you to fight honourably with a katana or another melee weapon – forget that! Floor him with a powerful weapon, or even your fists, then kill his two bodyguards who are standing in the corners of the roof (Kazuki will order them to fire on you eventually anyway, whether you fight honourably or not, so you might as well rid yourself of the problem now). Once Kazuki is up again he will immediately start running at you. Run to put some

distance between you, grabbing the armour as you do, then turn and fire again. Keep doing this until he's eventually killed. Now you need to take Kazuki's sword back to Toshiko to prove that he's dead. The cops will probably be on your case but her apartment is only one block away so you should be able to get over there with no problems.

**Reward:**

**\$4,000**

Toni doesn't like to be kept waiting.



It's time to finish Kazuki off once and for all.





# hidden packages & stunts

## shoreside vale

## staunton island



### HIDDEN PACKAGE REWARDS

Packages Found	Reward	Packages Found	Reward
10	Pistol*	70	Sniper Rifle*
20	Shotgun*	80	Flamethrower*
30	Armour*	90	Rocket Launcher*
40	MP5*	100	\$50,000 cash
50	Python*		
60	M4*		

\*Weapon found at all your safehouses.

HERE'S WHAT YOU GET!



## PORTLAND island

GOTTA CATCH 'EM ALL

## HIDDEN PACKAGES

1. Inside ferry booth.
2. You need a boat.
3. On rock in the bay.
4. Down by end of concrete.
5. Back of compactor, jump over pipes.
6. Down in gully.
7. Canopy of petrol station.
8. Behind Portakabin.
9. Behind crates in corner by stairs.
10. Up on scaffolding (after stunt jump from destroyed Dolls House).
11. In destroyed Dolls House.
12. On rooftop (jump via ambulance).
13. Down in courtyard (go around top).
14. Halfway up cliff.
15. End of rock.
16. Up steps onto island.
17. On first-floor balcony.
18. Under 'L' bridge over tunnel.
19. In courtyard behind boxes.
20. In walled yard.
21. In bushes, in middle of road.
22. Roof of station.
23. Down alley, in front of car.
24. Ledge behind cop shop.
25. In trees.
26. Roof of warehouse.
27. Up on crates.
28. On upper deck.
29. Roof, in front of air vent.
30. On roof behind billboard.
31. Roof of warehouse.
32. Next to building.
33. Between two trailers.
34. End of warehouse, behind two dumpsters.
35. End of pier.
36. On girder (jump on bike to get it).
37. On girder.
38. In club car park.
39. In corner of yard.
40. In old car behind bomb shop.
41. Behind little bluff.
42. Next to Portakabin in car park.
43. In plant pot by hospital car park.
44. Behind wall on road to hospital.
45. Cave under construction site.
46. On rocky beach.
47. In station by gents.
48. Behind green dumpster.
49. On bridge column under road.
50. On little rock you can use as a ramp.
51. Roof of snack bar (use van).
52. In house after the Bringing Down The House mission.
53. Middle of car park.
54. Behind water pump.
55. Off side of bridge, on catwalk.
56. Behind big obelisk in park.
57. On porch top over shotgun. Jump up.
58. Between dumpsters.
59. Down by bridge pillar.
60. On top of billboards. Go up green ramp.
61. Behind red crate.
62. Past jump on bridge.
63. By tree in midtown (use jump).
64. Behind casino spotlight.
65. Back steps of building.
66. Upstairs at Phil's.
67. Top of steps.
68. Corner of graveyard.
69. Planter in middle of yard.
70. Behind wine sign.
71. By blocked tunnel.
72. Behind crates on dam.
73. Front of building.
74. Side of house.
75. In the trees.
76. On rocky part of mountainside.
77. On rocks by water.
78. In entrance of apartment block.
79. Behind billboard on bend.
80. On rocks by water.
81. Behind a rock.
82. Top of cliff.
83. Behind gas cylinders.
84. In garage behind cop shop.
85. In planter down steps.
86. Warehouse roof (get ambulance, go over from hospital).
87. Behind dumpster.
88. Behind ramp on roof.
89. Behind billboard on grass.
90. Under bridge.
91. Airport balcony (jump up from ramp behind wall by fire station).
92. Surrounded by crates. Jump up steps.
93. Between yellow blocks.
94. On overhang. Go up stairs onto overhang to north, then go around.
95. Behind sign on overhang. Jump up steps.
96. In grassy area to north of airport.
97. On wing of jet (jump up on bike).
98. Behind hangar.
99. Down on jetty.
100. In fenced area down behind bomb shop. Jump up onto wall and go along (use van).

## STUNT JUMPS

JUMP TO IT!

1. Head north and clear fence.
2. Go up ramp by boat and south-east to clear the water.
3. North-east to clear tracks.
4. North-west to ramp in destroyed Dolls House.
5. South onto dirt ramp.
6. West up ramp to get bribe.
7. North up wooden ramp and land on beach.
8. South-east up ramp, clear alley.
9. Jump north-west off roof.
10. West along tanker and clear trucks and fence.
11. West onto dirt ramp and clear water to land on jetty.
12. West up dirt ramp and through Donut sign.
13. North onto grass ramp and clear tracks.
14. North up dirt ramp to land on path.
15. North up grass ramp and clear water.
16. North onto wooden ramp to land in lower road.
17. South onto grass ramp, over Rockstar billboard.
18. North-east onto dirt ramp, clear casino.
19. South onto grass ramp.
20. North through window.
21. South up grey ramp, clear police station.
22. East and onto the wooden ramp.
23. East and onto the wooden ramp.
24. North-west onto the grey ramp.
25. East up dirt ramp, over river.
26. North off big ramp.



# Weapons, health, bribes...

## shoreside vale

## staunton island



### ARMOUR

GET SOME PROTECTION

1. Inside ferry terminal building.
2. Over the train tracks. Use the jump.
3. On roof of building.
4. In corner near garages.
5. Up on sloped roof.
6. Near gas tanks behind warehouse.
7. Down steps by quay.
8. Behind pile of wood at construction site.
9. On roof. Jump off the on-ramp to get it.
10. In garden of apartment, next to pool.
11. In alley, behind boxes.
12. Top of building. Use stairs on the south side.
13. In underground car park.
14. Down side of house.
15. Inside warehouse.
16. Behind billboard.
17. Around corner of the building.
18. Behind dumpster in hangar.
19. Next to fire station.



## PORTLAND island



GET TOOLED UP!

## WEAPONS

1. Shotgun, on end of jetty.
2. Mac-10, on seafront.
3. Hatchet, in yard of building.
4. Hockey Stick, in corner.
5. Molotovs, in destroyed Dolls House.
6. Sniper Rifle, on building site. Jump up here on a bike after the Dolls House mission.
7. TMP, in first garden on the left down this alley.
8. AK, up on roof. Use the stairs behind the sex club.
9. Knife, on top balcony of bistro.
10. Shotgun, on the supermarket roof.
11. Cleaver, on side of the road.
12. Brass Knuckles, down alley.
13. Uzi, under bridge by water.
14. Flamethrower, on roof of building.
15. Grenades, at stern of boat.
16. Chainsaw, in freight entrance.
17. Stubby Shotgun, on roof in the compound.
18. PSG-1, on balcony over café. Jump up on back of a truck.
19. MP-5, on jetty.
20. Brass Knuckles, down small alley.
21. Hockey Stick, near steps.
22. Baseball Bat, inside Hogs & Cogs.
23. Grenades, behind Ammu-Nation.
24. Molotovs, next to toilets.
25. Stubby Shotgun, in rear porch of building.
26. Chisel, under covered area next to steps.
27. M4, between the two crates.
28. Katana, down alley.
29. Shotgun, down steps.
30. Mac-10, down alley.
31. Sniper Rifle, on top of star. Run up the side to get it.
32. Sniper Rifle, over tunnel.
33. Remote Grenades, on roof of dam building.
34. Remote Grenades, in swimming pool.
35. Molotovs, at north end of car park.
36. Uzi, down underneath bridge.
37. MP5, in fenced area. Go over building roof to reach it.
38. SPAS, on ridge above the road.
39. Chainsaw, in open garage in the yard behind the police station.
40. Stubby Shotgun, next to apartment building.
41. MP-5, underneath road.
42. Sniper Rifle, underneath wooden bridge.
43. Katana, on roof of big warehouse.
44. Magnum, on terminal roof. Jump over fire station to reach it.
45. RPG, by water under bridge.
46. Knife, next to subway gates.
47. M60, on roof of hangar. Jump over from terminal roof.

HEAL YOURSELF

## HEALTH

1. In between garages.
2. In kitchen of safehouse.
3. On covered section of pavement.
4. In middle of the alley.
5. Down alley by Ammu-Nation.
6. Under umbrella on Bistro balcony.
7. On seafront.
8. On pavement.
9. Outside hospital.
10. Outside supermarket.
11. In corner through alley.
12. In tennis court.
13. Outside donut shop.
14. In alley between two warehouses.
15. On waterfront path.
16. Outside hospital.
17. Outside hospital.
18. Corner of roof of the car park.
19. In garden.
20. Inside safehouse.
21. Up steps to the south.
22. On grass slope next to wall.
23. On steps opposite park.
24. In under-construction @-café.
25. Beneath overpass.
26. Next to tree.
27. In small nook on side of building.
28. Under billboard.
29. On jetty next to dam.
30. Inside safehouse.
31. At top end of car park.
32. In trees.
33. In doorway.
34. In front of hospital.
35. Behind warehouse.
36. Next to blue trailer.
37. Behind fountain.
38. Behind billboard.

HERE YOU GO, OFFICER

## POLICE BRIBES

1. In air over bridge, needing a jump.
2. In courtyard.
3. Up alley.
4. On jump up slope behind hospital.
5. Over jump heading south under tracks.
6. In corner of alleyway.
7. In covered area where vans are parked.
8. In trees up beside the road.
9. Hidden in bushes.
10. Next to the university quad.
11. In alley.
12. In alley near striking ferry men.
13. On small bridge in park.
14. In grassy alley.
15. In trees next to road.
16. Up steps to the rear of the building.
17. Corner of building.
18. In trees.
19. In plain view.
20. Down grass slope to water.
21. In corner of yard.
22. On grassy bluff.
23. Next to road.

TOP BUZZER

## ADRENALINE

1. On rooftop.
2. Top of helipad roof.
3. On roof of Mean Street Taxis.
4. On 'El' track.
5. In fountain.
6. On corner of car-park roof.
7. On short wall.
8. Top of stairwell on second-from-top floor.
9. On footbridge.
10. Apartment entrance.
11. Liberty Pharmaceuticals entrance.
12. Top of tunnel entrance.



# KING KONG

**P2**

P2 COMMENT

"PLENTY OF  
ENJOYMENT AND  
SKY-HIGH  
PRODUCTION VALUES"

ISSUE 67 OUT NOW

## INFORMATION

**PETER JACKSON'S  
KING KONG**

<b>PUBLISHER</b>	UBISOFT
<b>GENRE</b>	ACTION
<b>PRICE</b>	£39.99
<b>PLAYERS</b>	1
<b>NETWORK PLAY</b>	NO

**GUIDE WRITTEN BY: DOMINIC WALSH**



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**Make your way from the  
depths of Skull Island to the tip  
of the Empire State Building in  
our full blockbusting walkthrough...**



## » PART ONE

# THE VENTURE

**W**hen the game begins, sit through the boat sequence. There isn't anything you can do to alter this course of events, so let them run their course and try to enjoy the high quality of the presentation, which will be repeated throughout this game. Your only input here at the start is to choose how you want the left stick to look up and down.



## » PART TWO

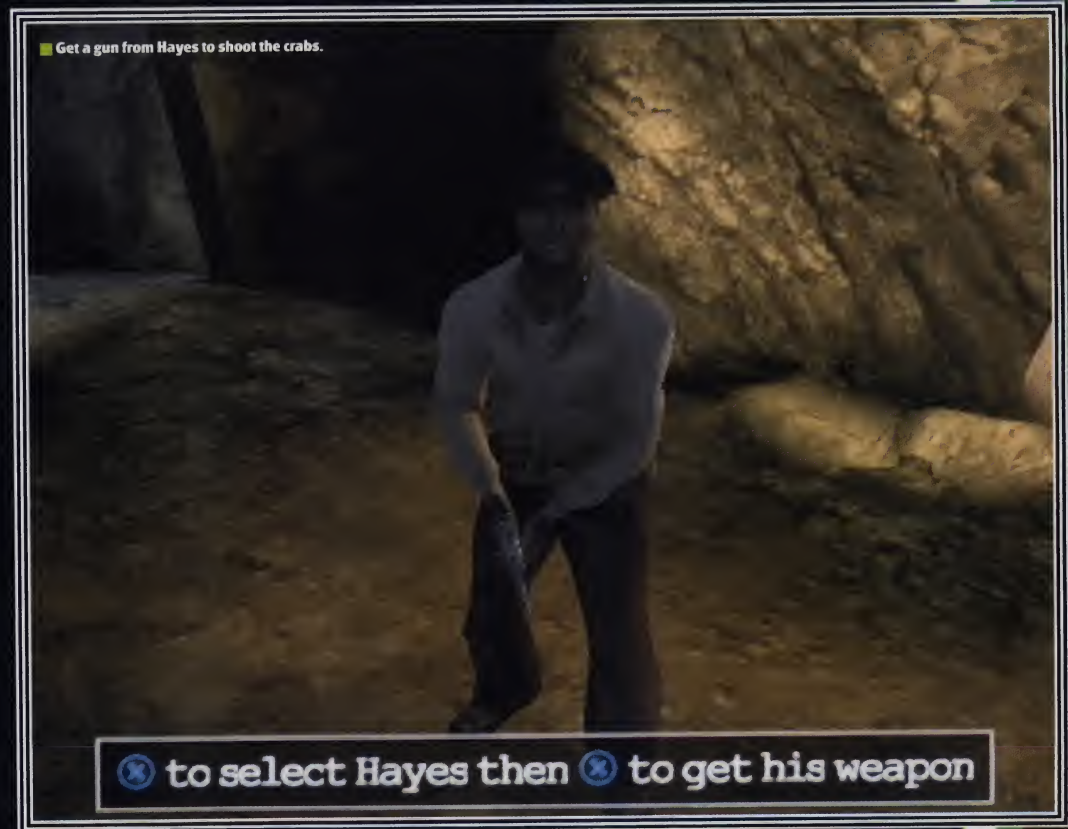
# SKULL ISLAND



**W**hen you regain consciousness check the body near the boat, then follow Carl, Ann and Hayes up the cliff to the cave entrance. Ann will light a flare. Follow her in, then follow the cave around to the river entrance. Wait for Hayes to call you over, then talk to him to get the **handgun**. Crabs will appear through the entrance. Keep shooting at them (they're most vulnerable when they rear up, exposing their bellies). Don't worry about ammo, as Hayes has plenty to give you.

When all the crabs are dead, jump down and move to the right. Kill the crab that appears and break open the wooden barrier. Move out onto the Cliffside path and follow it down the side of the cliff until you get to the gates. Hayes will ask you for help opening the doors. Before you do so, you may want to pick up a **bone** from the pile by the sea. Go to one of the pillars by the door and press **R2** to grab it. Wait for Hayes, then push forward to start opening the door. After a little while crabs will rush out of the sea, so take out your handgun, or pick up a **bone**, and kill them. They'll be followed by the **(GIANT CRAB)**. When it's defeated, go through the gates.

Run around the path and watch the plane. Go to the crate it drops and hit it (or Ann will) to break it open. You can then switch your handgun for a **shotgun**. Carrying on, there's another crab, then a breakable gate with two more. Wait for everyone else to hide, then break down the gate and kill the crabs. At the next gate, one of the levers for the pillars is missing. Pick it up from next to the gate, open the gate and go through.



## GIANT CRAB



■ While it's got Hayes, it's vulnerable.

The first and easiest large monster in the game. This is somewhat harder than the first part, but admittedly not by all that much. Its shell protects it from most of your gunfire, so you need to wait for it to show its belly if you are to cause it any damage. It will do this either by picking up Hayes or by screaming at you. Use these opportunities to hit it. When it dies it'll hit you once, which Ann will heal.



## » PART THREE NECROPOLIS

**H**ead down to the inlet and watch the boat. When it's gone, pick up a **bone** to knock down the crate which contains a **shotgun**. Follow the path, past the catacombs and up to the flame. Take one of the **spears** nearby and light it. There's an exit to the left, but bushes are blocking it so burn them away with the spear. Go through the door.

Head down into the large room. Millipedes will attack out of the holes in the walls, so keep near the centre of the room and blast any that you can. Hayes can kill most of them if you let him, so try to conserve your ammo. More millipedes will burst through the wall. Dispatch the first two, then move down the cave they've opened, killing the one in your way.

More millipedes will attack. Let Hayes deal with them, and make sure you quickly kill the one that attacks Carl. Follow the passage out into the open area and let Hayes take care of the millipedes. Pick up a **bone** as well. As you move forward, the bat will fly at you. Again, Hayes should shoot it down.

When prompted, cross the plank across the ravine, then watch as Ann crosses the gap. Cover her from the millipedes that try to eat her. It might also be a good idea to grab the **handgun** from the smashed crate on the ledge. Follow the path up.

Go up the slope and cross the chasm on the planks to reach Ann. Go down the ravine. In the



■ Always try to light your spears. They hurt more, too.



■ Leave it to Hayes. He's very tough.

large area, shoot the bat so that the millipedes eat it, distracting them for long enough for you to sneak past. If they finish, kill them. You can grab a **spear** from the left of the stairs. Move on to the gate. More millipedes will come, so light your spear in the fire and chuck it into the brush to roast them.

Ann opens the gate. Cover her and look out for the bats that attack from behind. Moving through the gate, kill one of the grubs to the right to distract the spiders to let you past.



■ Keep Ann covered from here. Looks like she's in a spot of bother right now...

## » PART FOUR SCORPIONS

**F**ollow Ann as she moves upwards. She can take out the first bat you meet, so allow her to do this, then head up the stairs. When you reach the buildings, let Ann climb up to the fire while you now kill the bats. Let Ann burn the brush away so you can go through.

Swim through the channel, letting Ann cover you. Move slowly so that Ann has enough time to fetch fresh spears. Swim to her at the end to get lifted out. Follow Ann out of the doorway. When you're going through the brush a scorpion will attack you, so kill it quickly – a spear through the head should suffice. Follow the brush around as more scorpions attack, then light your spear in the fire. Three scorpions come from up the hill. Burn the brush up there, kill them, then use the fire again to burn away the brush between you and the parachute crate.

Run up the hill to where brush blocks your path through. Ahead of you is a skull bracket set in the wall; you should knock that over with your weapon to set fire to the brush underneath. When it's all gone, run through to meet up with Carl and Hayes. Talk to Hayes to get the **rifle** from him. You're going to need it. Two millipedes will attack from behind, so quickly shoot them. This will cause a bridge to drop over the ravine, so follow Ann across.



■ Leave Ann to get the fire here, while you stay down here and kill the bats.



■ Ahead of you is a skull bracket set in the wall. Knock these skulls down to start fires.



## » PART FIVE

### THE WALL



■ Smash these barriers down whenever you see them.

**S** mash down the barrier in front of you. A millipede will attack, so make sure that you're ready to kill it. Move out and to the right. From here you have a good vantage point over the valley, which is filled with scorpions. There are also two skull braziers. Shoot out these to set light to the brush, killing some scorpions. This will also release a bat, which should take care of a scorpion for you as well. Pick off any more animals, then head down into the valley. Use **spears** to kill the scorpions, as they're way more powerful than your rifle. Pick up the **rifle** from the crate in the middle and go through the archway.

Follow Ann up the stairs and down the drop at the other end. Follow Ann around the battlements until you reach the grassy area. This area is full of animals, but they'll be too busy fighting each other to concentrate on you. Instead, use your rifle to knock down the flaming skulls and incinerate everything in the area. Make your way through, killing any surviving creatures. Take advantage of times when they feed on each other to pick them off.

Make your way out to the right and let Ann go off alone to open the large gate ahead. Swim across the pool and go through the gate. Drop off into the next pool and wait for Ann to open the last gate, triggering the end of this part.

## » PART SIX

### SACRIFICE



**Y** ou wake up tied to a stake. Watch the scene unfold until Carl comes to rescue you. When you're free, follow Carl. Head down the cliff and across the rock bridge. Be careful of angry natives. Run as fast as you can after Carl and hope none of the arrows hit you. Follow him into the jungle and after Kong. The path is destroyed so you'll have to go through the opening to your left. Follow Carl into the clearing and up to the closed gates. At this point the **FIRST DINOSAUR** crashes your party. When it's defeated, you need to find the missing lever for the gate. It's in another post in a corner of the area, surrounded by brush and with a flaming skull above it. Knock down the skull to get at it. Take the lever back to the gate, open it and go through.



■ Burn this down to get at the lever.



■ Help Carl to open the gate.

## FIRST DINOSAUR

PART SIX



■ This is a good time to use fire against it. You'll have to use your environment to defeat it.

These dinosaurs will seem tough at first, so you must use the environment to your advantage. There are several flaming skulls around, so try to lure it into patches of grass and then when he's in place, set them alight. Also look out for the millipedes in the area, which will attack the dinosaur if they meet. Use all of the nooks, corners and passages in the area to hide from the dinosaur and throw **spears** and **bones** at it from safety.



**» PART SEVEN**
**ON KONG'S TRACKS**


**F**ollow the path. Follow Carl after Kong until you reach the broken steps. When Carl gets snatched, kill the smaller monsters, then head down the slope to your right. At the bottom, cross the waterfall and break down the door. Follow the path and kill the raptors that attack, running back for more **spears** as you come to them. After the raptors, go through the weed-filled tunnel and out onto the cliff.

There are several bats here, so use hit-and-run tactics to deal with them. Make your way up to the planks and cross. Move quickly but carefully. More bats attack, so keep going into the tunnel. This brings you out to the bats' nest. The crate further up has a **shotgun** in it, so smash it. Use your spear to kill the creatures, then get the **shotgun** and head to the nest. Get to the top to fight off the **(MOTHER & BROOD)** using your shotgun. When they're dead, take the **handgun** from the crate and follow Carl back down. He'll come under attack from two bats, so help him out. Carry on down back to the waterfall. Go to the large gate and help Carl to open it.

■ Cross under the waterfall to save Carl.



■ There's a shotgun. You know you want it.


**PART SEVEN**
**MOTHER & BROOD**


■ Let her get close then give her a surprise.

She's quite a tough old boot. First, use your shotgun on the monsters attacking Carl. When you get close they'll swoop to attack you, so just give them a blast to the face. Next is the mother. She'll circle you. Wait for her to swoop in, then shoot her to cause more damage. If she hits you, you'll be disorientated so be careful. Wait until she's circling to reload, and listen to the ammo warnings.

**» PART EIGHT**
**HAYES**


**L**ight your **spear**, then follow Carl until you reach the post covered in spiders. Don't try to grab the lever there yet.

Follow Carl down and past the two predators, stopping to knock down the crate for some extra **handgun ammo**. Go into the shelter and up the stairs to take out the **(DINOSAUR GROUP)**. Now you need levers. Go to the shelter and spear one of the grubs there. Take it back to the spiders. Throw it a little way from them so they swarm there, leaving you to get the lever. Now return to Carl and put the lever in a post. Light a **spear** and use it to burn the brush on the other side of the courtyard, clearing the second lever. Open the gate, pick up a **spear** and enter.

When you enter, pick up the **handgun** or **shotgun** from the crates near the entrance and follow Carl. Use your spear to pick up a grub in the next room and move to the gap. Throw out the grub to distract the millipede, then shoot it while it's eating. Go through and drop down.

Kill the millipede and follow Carl. You'll have to swim. Go in, quickly kill the millipede that appears, then continue. Carry on up the passage.

When you meet Hayes, go left over the waterfall. Wait for the dinosaurs to run off, then move around so you are opposite Hayes (if you have enough ammo, kill these two dinosaurs first).

When you are opposite Hayes, grab the **Thompson** to deal with the dinosaurs. One will jump over from his platform, so kill it. Burn away the brush from around Hayes' platform. Go back down to the large gate. The lever is back and to the left of the gate. Get it, open the gate and go through. Follow Hayes down the stairs and through the water.



■ This is the missing lever you need.

**PART EIGHT**
**DINOSAUR GROUP**

You also need to take care of the bat. Use a gun and the flaming skull, or a lit spear, to set light to the grass near the dinosaurs. They'll run off and the bat will start feeding, leading them to return and kill it. While they eat the corpse, use your spears and gun to shoot at them. To get a closer shot, go downstairs and shoot from there, but be careful of dinosaurs putting their heads in. There are three dinosaurs to kill.



■ Shoot at them from in here.



## » PART NINE

### V-REX



**G**o out from the start and get the **Thompson ammo** from the crate to the left. Follow the path until the V-Rex attacks Jimmy. Run after Carl and Hayes. You need to buy them time to open the door.

Wait until the V-Rex is near them, then shoot down one of the bats. That will draw its attention for a while. When it has finished, kill the other bat, then throw spears or shoot the V-Rex to draw its attention. As soon as the door is open, run through. Wait with Carl and Hayes until you're prompted to run back through the small arches and into the water. Get as far back as possible and stay still until the V-Rex leaves. Follow Hayes back to check on Jimmy and the rest of the crew.

You need another lever for the door here, so go and get one. There's a spare lever near where you ran out of the water after the V-Rex left. Help Carl open the door. Follow Carl and Hayes. When they stop, go over the plank. It will collapse, so go up the slope on your own.



■ This Thompson is your first priority. It's going to be essential if you want to survive.



■ The lever is on the left of the screen. You'll need it to get the door open.

## » PART TEN

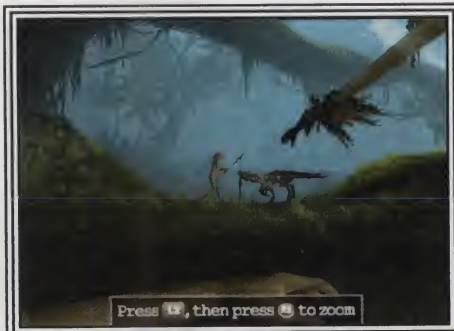
### ANN



**F**ollow the path through the jungle and pick up a **spear** from the pile. Knock down the crate to get more **Thompson ammo**. Next move on to the wide area. There are a bat and three raptors here. Kill the raptors and the bat will come down to feed, making it an easy target. Move on through the area.

More raptors will attack, so move quickly. Going forwards and right there is a platform with **spears** on the top that the raptors generally won't go up. Run up here to pick them off from relative safety. When they're all dead, move on to find Ann.

Follow Ann along the side of the ravine. When she stops and is attacked by raptors, cover her. Use spears or your gun to kill them, then move on with Ann. She'll be attacked by more raptors and climb up onto a rock. Take out the raptors with your gun from a vantage point, but be careful as they'll jump across to attack you too. There are also bats here, so try to split your fire between them. If you run out of ammo, there's a **handgun** to the right and a **shotgun** in the parachuted crate. Eventually, Ann will be taken by a mother bat. Keep shooting at her brood until the stage finishes.



■ Keep those dinosaurs away from Ann.



■ More ammo for you. Don't ignore it.



## » PART ELEVEN

### KONG

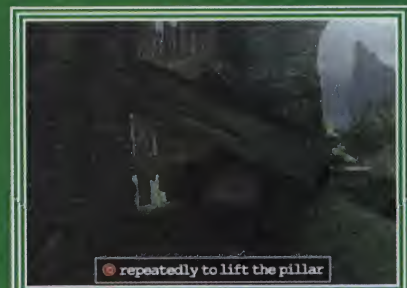


**K**eep running into the screen, after the bats. Follow the prompts on screen as you run. Don't stop for anything – just keep running and jumping. When you are attacked by bats, follow the prompts to shake them off. Follow the bats up into the nest, where you'll have to kill their mother. Put yourself in **Rage mode** (press **○** repeatedly), then attack the small bats. When enough are dead, the mother will attack. Wait for her to charge, then hit her. You need to get three hits in to kill her.

Next go to the gate. Lift the pillar out of the way and smash the door down. Follow Ann as the raptors chase her. Your priority is catching Ann, so ignore raptors unless they get too close. When Ann runs onto the bridge, go up the wall to catch her. Follow her to the end of the level and follow the prompts to grab her.



■ Rage mode makes the fights a lot easier. Remember you just need to press **○** repeatedly.



■ Lift the pillar out of the way by hitting **○**. There are few obstacles too big for Kong.





■ Visit the cave up here for goodies.

## » PART TWELVE THE CANYON

**F**ollow the path. Knock down the crate to get a **handgun**. Pick up a **spear** and go into the room. Stab a dragonfly, then throw it out onto the path you see. This will distract the bats so you can cross over the bridge. Go into the small cave on the other side to shoot at the bats. When they're dead, follow the path around. There are bats here, so take a **bone** then go up to the cave and take the **rifle**. Impale a dragonfly, then throw it into the gorge to distract the bats. Cross and run down the path to the valley floor.

Swim through the swamp. Head to the island near the centre to light any spear or bone you're holding, then swim to the bank. There are **spears** here, if you need one. Burn the brush and head up. Follow the path around and over the plank bridge. Knock down the crate and grab the **ammo**, then walk through the waterfall. Drop down and go through the doorway to grab a **spear** and get a grub.

Go through the door in the pool. This next area is quite literally crawling with millipedes, so be prepared to fight them off. Smash down the two gates and go through the tunnel on the left.

This area is full of scorpions, so your best bet is to run around them. Get a **spear** and a



■ Burn the brush away to get up the stairs.



■ Distract and spear them. Or just run through.

grub to distract the animals here, then get another **spear** or a **bone**, put a grub or dragonfly on it and go out of the passage at the other end. There's a large nest of spiders blocking the bridge here, so throw the meat you're carrying off to one side.

The planks are blocked by a millipede, so wait for it to move before you run on to finish this part.

## » PART THIRTEEN

# MILLIPEDES

**R**un forwards and bash down the barrier. While Carl opens the gate, Hayes will be attacked by millipedes. Cover him. When the gate is open, go down the path to the left. Pick up a **spear**. When you get to the bridge, go straight on into the room ahead. Spear a grub and throw it to distract the bats. Grab a **bone** from the pile and run across the bridge. Wait while Carl and Hayes open the door. Crabs will attack, so stand cover. When they're through, follow the path down.

Drop down onto the steps. There are lots of millipedes in this next chamber and two bats roosting on the ceiling. Shoot one down and the millipedes will start to eat it, giving you time to run through to smash the barrier blocking the waterfall.

Run into the flooded area, dodge the millipede and smash down the barrier on your right to escape. Follow the corridor to meet Carl and Hayes. Stay on your side and dodge the crabs until Hayes kills the millipede, then swim across to join them. Get the **shotgun** from Hayes and use it to kill the crabs. There's a missing lever which is behind brush near where you entered this room, so you'll need a flame. Go back to face the millipedes in the room you dropped into. Kill them all, then look up. There's a flaming skull in the room, so knock it down to light the fire there. Light a spear and throw it through the gap in the wall to light the next fire. Go through the waterfall, pick up and light the spear you threw, then go back and light the brush. Grab the lever and open the door.



■ Keep Hayes covered until the gate's open.



■ Get these flames down.



## » PART FOURTEEN BRONTOSAURUS

**F**ollow Carl and Hayes up the passage. You have to run through the herd of brontosaurus. Next you'll be told to go and get fire. Follow the herd down the valley, moving through the brush. Look out for an attack by a large predator near the dead dinosaur. Keep moving up the valley, hiding in buildings and taking the high ground wherever possible to avoid the

raptors and predators there. Skirt around and through the waterfall to get to the flame here. Light a spear and throw it at the next pot to light the flame, then light the nearby grass with more spears. Try to do it when there are dinosaurs in there. Move back through the area, lighting the fires and fighting off dinosaurs. Keep near the fires as they won't approach them, and try to catch them in burning brush. Also, don't be afraid to use your shotgun as there's a crate of ammo on the way back. Move on down the valley. Try to knock other dinosaurs under the brontosaurus' feet. When you get back to the start, light the flame and join Carl and Hayes through the arch. The V-Rex will return, so burn the brush above you to escape.

## » PART FIFTEEN

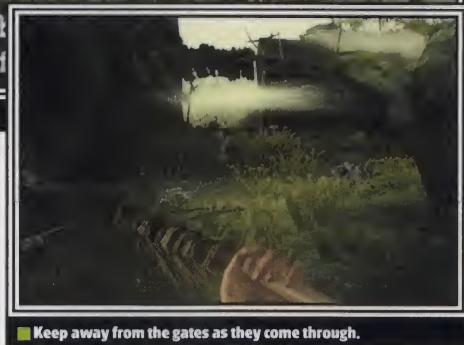
### JIMMY



■ The raptors can kill Jimmy quite easily.

**F**ollow Hayes and Carl down into the valley, taking the **rifle** from the crate on the way. There are a lot of raptors and bats in the area that you first come to. Shoot down the bats so the raptors eat them and let Hayes kill most of the raptors for you. When this area is clear, move on, knocking down the crate on the way for more **rifle ammo**. You'll meet Jimmy on a raft, so cover him as more raptors attack. Keep your eye on Jimmy in case any get to him.

When Jimmy casts off, follow the path. As it goes inland, the natives will catch you in a trap. The large gate ahead will open and three waves of raptors will come for you. When they're dead a predator will enter the arena. Keep your cool in these encounters – there are lots of **spears** and **bones**



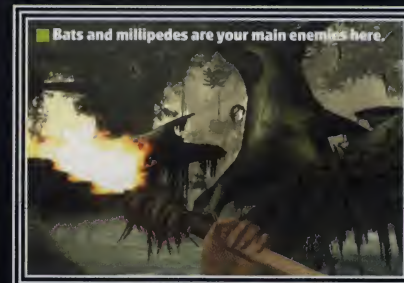
around. If you only have your rifle, don't bother to aim – just let them lunge at you and fire at point-blank range.

Head through the big gate and to the river. The natives are getting restless and throwing burning spears. Use one to torch the brush in your way, then run over the log. The natives will start burning it, so hurry on down to the rafts and get on.



■ These buildings are good places to hide, so bear them in mind if things get desperate.

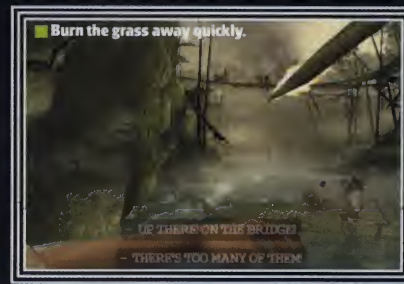
## » PART SIXTEEN ON THE RAFT



**S**tarting on the raft, you'll be attacked by millipedes. Use your rifle and the **bones** on the boat to fight them off.

As you go on you'll come under attack from natives on bridges. Either take one of their **spears** or a **bone**, light it on your boat's torch, and throw it at the brush near their bridges and platforms to kill them. Moving past here, you'll come under attack from bats and millipedes at the same time. If you need to, use your rifle to blast away instead of taking time with the spears.

Lastly, the river goes over some rapids where (if you're quick) you can get one more millipede, and up to one last native bridge. Aim to light the grass on one side on fire (the right seems the easiest). Aim high: even if you miss, your spear or bone will bounce off the rocks into the brush.



■ Burn the grass away quickly.





■ Hit it in the face, or you're dead.

## » PART SEVENTEEN

# RAPIDS



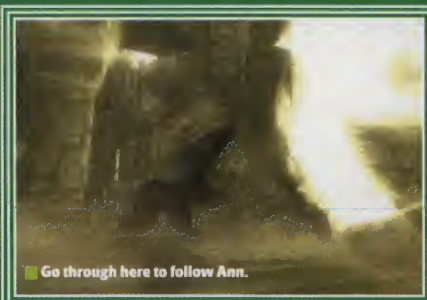
**T**his whole section is a chase between your raft and two V-Rexes. You can't kill them, so keep throwing and shooting things at their heads to keep them away. The V-Rex on the right will go through some grass, so use a lit spear or bone to light it. Halfway along you'll also be attacked by bats. These are irritating, so use your gun to kill them with one shot instead of wasting time with spears. Keep the V-Rexes off you until you go through the cave.

## » PART EIGHTEEN

# FIGHT



**P**laying as Kong, first put down Ann so she can escape. Fight the **(V-REX)**. Go to where Ann escaped and lift the pillar, then smash the door to go through. Run and jump along the path until you get to a ledge where predators will attack you. These are easy to kill: hit them or throw them off the edge! When they're finished, smash the gates and go on. You'll get to where Ann is being menaced by two V-Rexes. Enter Rage mode and kill them.



■ Go through here to follow Ann.



## PLAY AS KONG

# V-REX

PART EIGHTEEN



■ Kill the V-Rexes when you have them like this.

It's easiest to defeat these in Rage mode, entered by pressing **○** repeatedly. With this, you can get them in a hold and tap **○** to kill them. If they try to bite your neck, hammer **○** to make them let go.

## » PART NINETEEN

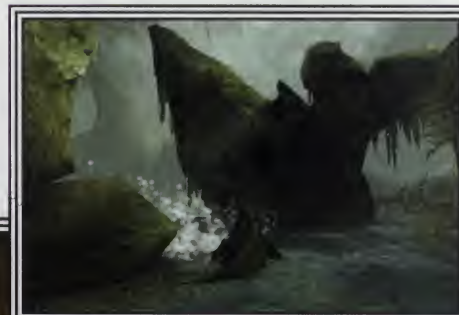
# SWAMPS



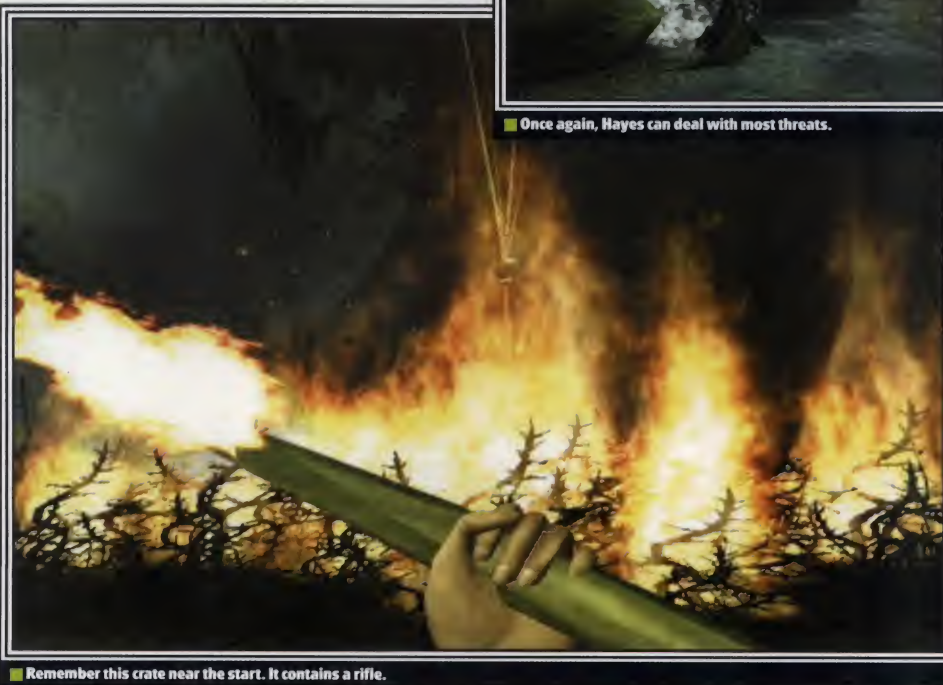
**F**rom the start, go to the skeleton on the left and take a **bone**. Light it in the fire and burn down the brush to the right to get to the crate. Knock that crate down for a **rifle**, or get the **handgun** in the middle of the area, and move on. Go through the water with Hayes. Be ready for the crocodile to grab him – shoot it once. Move on until you are standing on the bank over the wide water. Let the other three go first and cover them. Most of the monsters will go for Hayes, so he is your priority. Try to shoot down the bat over the water to distract the crocodiles.

When everyone has crossed, join them while Hayes covers you. Enter the next stretch of water and go forward with Hayes. You can hang back while Hayes kills the majority of these. Follow the channel into the large pool. Kill the bat and all the crocodiles in there. Then get out and follow Jimmy.

Walk up the narrow wall to the flame and light a spear. Two bats will attack you. Use flaming spears to kill them and they'll fall into the brush, letting your team pass. Cover them while they cross the water, using your rifle and spears. When everyone is across, light a spear and then cross while Hayes covers you. Head up the steps to finish.



■ Once again, Hayes can deal with most threats.



■ Remember this crate near the start. It contains a rifle.



» PART TWENTY

# CHASED BY V-REX



PLAY AS KONG

**S**tarting on the ledge, use the tree trunk to kill the first few predators. Pick up Ann, climb the pillar and leave her there to burn the grass. Jump down and finish off any other enemies, then climb up the wall at the back to follow Ann.

Follow her to the waterfall, killing dinosaurs as you go. At the waterfall, jump down, kill the dinosaurs attacking Ann and grab her. Then jump onto the wall to the right and follow the level around. When you get to the next area, leave Ann up the pillar and kill the bats.

Grab Ann again and smash the doors in the far wall. Put her down to light her spear. Dinosaurs will appear, so quickly grab her back and kill them. Put Ann back on the pillar so she can burn away the stakes blocking your path, then clear out the enemy. When the stakes fall, climb up after Ann. A V-Rex is now chasing her, so hurry after it. Run and jump to the end of the path and fight off the dinosaurs. The V-Rex has Ann trapped on a cliff, so throw things at it, such as dinosaurs and trees. Another V-Rex will attack you, so kill it then lift the pillar to destroy the gate in front. Go through to rescue Ann.



You can always leave Ann up these pillars.



Throw the tree at it! Quick!



Remove that distraction then open the gate.



You could try to keep your balance, but it won't do anything.

» PART TWENTY-ONE

# THE LOG



**A**s simple as it gets... When you wake up, follow the river downstream, past Carl, until you meet up with Hayes and Jimmy.



PLAY AS KONG

» PART TWENTY-TWO

# THE SKULL ISLANDERS

**Y**ou start outside the gates of the town. Kill the dinosaurs there. Keep Ann safe from islanders by throwing enemies or scenery at the two gantries of islanders by the gates. When the area is clear, go to the gate and move the pillar out of the way. Smash the gate, pick up Ann and run through the town. Kill everyone in your way. Don't put Ann down or she'll be attacked by scorpions. When you reach the end, leap on. Get to the next ledge and kill the bats there. Drop Ann and she'll run up to the wooden walkway on the left. She'll become a target for islanders with spears. Just kill them while she fights off the bat, as one spear will kill her. Let Ann set light to the stakes up the cliff, then climb up to join her. Run and jump through the rest of the level, carrying Ann. Run through any islanders. At the end, put Ann down and move the pillar.



**» PART TWENTY-THREE**

# TO SAVE ANN

**G**o down to Ann. As she gets swept away, go left and follow the river down. At the bottom, jump into the river and walk under the V-Rex and around the corner. Get out of

the river there, pick up a **spear** and throw it at the V-Rex to distract it. Now you have its attention, run through the door the river goes through. The V-Rex follows you, so distract it while Ann opens the door in your area. Keep moving and throwing spears and bones at the V-Rex. When it stops near a wall or arch, move away as it's about to knock it down. It's best to hit it in the head and mouth. When Ann tells you the gate is open, run through. Go up the slope on the left and get to above Ann before the V-Rex does. Follow the path up to meet Hayes and Jimmy.

■ Stay well away from that arch, as it's about to be knocked down.


**» PART TWENTY-FIVE**

# VENATOSAURUS

**F**ollow your group up the steps. Once you're in the chamber, run to the top of the steps. Knock down the crate to get a **shotgun**. Then wait at the top for the **(PREDATOR ATTACK)**. When the dinosaurs are gone, you need to find a lever and some fire. Head down to the left of the gate and through the waterfall. Let the monsters in there attack each other, then just kill the winner. Go on to the left and set light to your spear. In the next chamber, set fire to the grass to kill the monsters. Then go through. Get the lever from the wrecked door.

Run back out to the main gate, then go on down to the left of the gate and up the slope. Follow the path here, through the flooded caves, until you pass through a waterfall to an island with a fire. Kill the guarding crabs, light a **bone** and throw it at the scrub near the waterfall. Make your way back to the main door, lighting fires on the way. When you get there, light the scrub then put the lever in the post. Go through the gate.



■ Burn out this area to kill the monsters.



■ This is the main gate. You'll come through a few times.

**» PART TWENTY-FOUR**

# THE CAVE

**F**ollow Ann through the caves. When she climbs off by herself, follow the stream around to reach her and Kong.



■ Keep behind Ann here.



# PREDATOR ATTACK

PART TWENTY FIVE



■ Leave these two to it for now.

Predators will assault you. Try to keep near the **spears** to save ammo, and hit the dinosaurs before they can get into your area. Keep fighting, and cover your friends. After a little while, a venatosaurus will join. This dinosaur and the predators will fight each other, so leave them be and try to recover. Eventually, the last predator will win. Kill it while it's eating.



## » PART TWENTY-SIX

# IN THE MUD



**G**o down the path. Kill the raptors that attack. The crates here hold a **Thompson**, so grab that if you want it. When all the dinosaurs are gone, move forward. Spiders are blocking the path, so get a **spear** and use it to stab a dragonfly hovering near the crates. Toss it to one side of the path, to lure the spiders away, and go through when they all leave.

Light a spear at the flame and go through the swamp to the left. You'll find yourself near where you started. This time, use your fire to burn away the scrub blocking your team. Follow the party and when they enter the swamp go to the end of the plank bridge. Cover them with your weapons, or

use a dragonfly to distract the crocodile. Follow Jimmy into the cave. Cross the water with your team and go up the stairs to the pyramid.

There's a mother bat there. When she's dead, follow the group. In the swamp, crocodiles will attack from behind, while there are raptors ahead. Kill both of the crocodiles first. The raptors will wait on land for you, so kill them by throwing spears from the water. Stop at the case to grab the **rifle**, then move on. Swim to under the pyramid and smash the barriers there. There are crocodiles in here. Kill them while moving through the pyramid, breaking barriers as you go. Move out of the pyramid with the group to complete the stage.



■ Burn this grass to proceed.



■ Throw from the water where they can't get at you.

## » PART TWENTY-SEVEN

# CALL KONG



**F**ollow your group down to the lake. When the V-Rex appears, turn and run up the hill. You need to go across the plank bridges and around areas of scrub, which will often bring you close to the V-Rex. When this happens, throw or fire a weapon at its head and keep going. Run through the doorway at the end.

Ann will start to climb the post before stopping. Follow her to opposite the flames to join everyone in shelter.

Follow Ann up the stairs. She will climb up to the urn tower, so cover her from bats. Use spears or the rifle, if you have it. Keep the bats off until Ann lights the urn.



■ Get up the hill as fast as you can. You don't want to hang around with the V-Rex any longer than you have to.



■ Keep Ann covered. It's easy to fend off those bats with the rifle.



## PLAY AS KONG

## » PART TWENTY-EIGHT

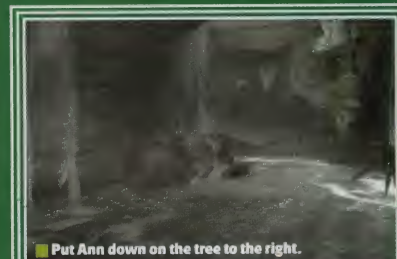
# KONG TO THE RESCUE

**Y**ou start on a ledge with a V-Rex. It will chase Ann, so quickly hit it to distract it. During this fight, Ann will light spears to throw at the V-Rex and bats. When the V-Rex is dead, a bat will snatch Ann. Quickly lift the pillar and smash down the door to chase them. As you go, smaller bats will attack – kill them, as they can slow you down. Keep chasing until you reach the bats' nest. Two mother bats will attack you. Use your Rage mode to see them off, then Ann will join you. Jump with her over the lava. Move quickly on the central island, as it sinks.

When you get to the end of the lava, you have to fight three V-Rexes. Jump down from the wall to stun them, then quickly jump up to the tree to the right and leave Ann there. The V-Rexes will kill you if you let them gang up, so run away to the edge of the waterfall and activate your Rage mode, then kill them. When the area is clear, move the pillar and knock down the gate to proceed.



■ Get this door open as quickly as possible.



■ Put Ann down on the tree to the right.



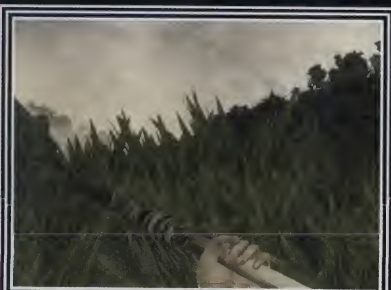
» **PART TWENTY-NINE**

# TO THE PLANE

**G**rab a **spear**. Two predators will attack you and Jimmy, so kill them quickly. Then follow Jimmy to the large gate and help him to open it. Follow Jimmy down the hill. Try to sneak past the predators that are eating and kill them from inside the small building. Follow Jimmy through the solid looking grass and on down. There are two more predators, one who is dead and one who is only pretending, so be ready to fight. Move on down to the hut with the fire in it. Hide in there and kill the bats that attack, then move out and burn down the scrub blocking your path. Move down with Jimmy, crossing the path, and pick up the **Thompson** from the crate outside the small room. Hide in there to kill the predators that attack. Looking across the path, there's another hut with fire in, so run across and light a spear. Burn down the brush between you and the plane and run down to finish.



■ Help Jimmy with the gate. Two pairs of hands are better than one.



■ You can walk through here even though it's fairly solid-looking.

» **PART THIRTY**

# TO THE LAIR

**F**ollow the path around. Knock down the crate to get a **rifle**, then keep moving. Pause when you come to the river. The bats here will attack if you cross, so kill them first by sniping from the bank, then cross. Make your way up the stairs on the mountain. Bats will attack, so advance slowly and be ready to throw things and shoot at any time. Get to the top of the steps and bash down the door. In this room, you need to retrieve a lever. There's a venatosaurus in the main

chamber, so either use spears to kill him or propel a grub near the downward steps as a distraction. Run to the nearest arched area and up the steps. Use your gun and spears to kill the bats there, then knock down the crate and get the **rifle**.

Your next target is the fire on the other side of the cavern. Use the spears to kill the dinosaur or throw another decoy, or just run across. Go up and light a spear. Kill the bats that attack and light the grass to the left blocking the sets of stairs up. A second dinosaur will enter, so kill it or just run past and up the steps. There's a nest of spiders around the lever you need. Get one of the grubs from the nearby skeleton to lure them away, then grab the lever. Run back across the cavern to the large gate and open it. Knock down the crate to get a **shotgun**. Bash down the small door to the right to proceed.



» **PART THIRTY-ONE**

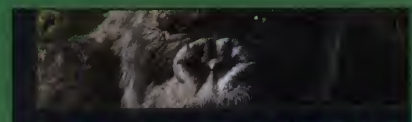
# KONG'S LAIR



**F**ollow the cave out onto the mountainside. You'll have to throw something at this crate to knock it down and get the **rifle**. Go around the corner. There are hordes of bats ahead so use your rifle to kill them while they're no danger to you. However, ignore the bats that are eating for now. When the area is clear, go up the steps. As you go up you'll encounter a lot of bats feasting on carrion. They won't notice you, so throw spears or bones to kill them. When you reach the top of the mountain, go through the gate and follow the cave down and around to the right to find Ann. Press **X** to talk to her and wait for her to join you.





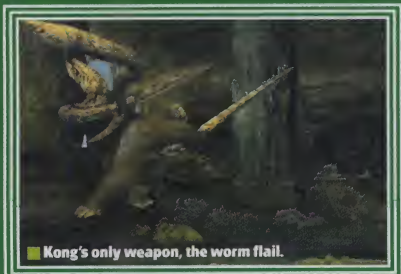


## PLAY AS KONG

### » PART THIRTY-TWO

## FIGHT IN THE LAIR

**F**ight the worms. To kill the larger worms, press **○** to grab them, then hammer **ⓧ**. Once dead, they can be used as a flail to injure or kill any other enemies nearby. It's quickest to kill the larger worms by grabbing them and then hitting the smaller worms with them. Beware of the small worms jumping onto you, as they hurt and are hard to see. Kill them all to proceed.

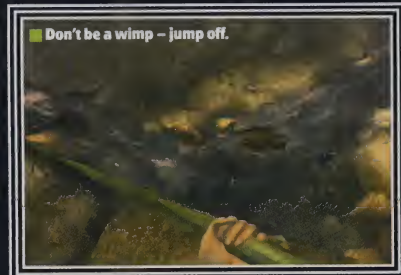


■ Kong's only weapon, the worm flail.

### » PART THIRTY-THREE

## FREE!

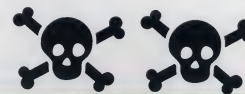
**R**un forward. Follow Ann's lead and run off the cliff. Plummets into the water and swim to Ann. Sit on the raft and cruise down the river.



■ Don't be a wimp – jump off.

### » PART THIRTY-FOUR

## CHASED BY KONG



**F**ollow Ann through the cave, stopping to pick up a **spear** or **bone**. When you reach the mountainside, let the dinosaurs keep fighting and follow Ann into the covered area. You need to get to the fire on the other side of the area. Try to kill the bat as a distraction, or just run across. Get into the arches, grab a **spear** and head up to the fire. At this point another predator will appear, so let the dinosaurs fight again. Use your vantage point to throw a lit spear at the brush to the far right. When it burns, Kong will make his presence known. Run back down and join Ann, then follow her down the side of the mountain. Watch out for Kong as you go, and run into the structure with the fire.



■ The fire you need is just through here. Use it to light a spear and burn the brush.

### » PART THIRTY-FIVE

## HEADING BACK



**I**f you have a spear, light it at the flame. Then follow Ann down the path. Walk up to the bat eating the carcass as a predator attacks it. The predator will then attack Ann, so fight it off. Remember, flaming spears cause more damage. When it's dead, you need to get through the brush to the left. Use a spear to knock down the flaming skull over the brush. Take the opportunity to light a spear, then go through. Two raptors will attack you. Kill them, then the bats and the predator that jumps out from the right. Carry on after Ann. Four raptors will jump over the rubble in front of you. They'll go for Ann, so kill all four as soon as possible, as Ann will be no use in this fight.

Grab a **spear** and follow Ann down to the right and on into the grass. The islanders will light it, so get out of there quickly. Take the opportunity to

light your spear. When the fire dies down, run through the area as the islanders throw their spears at you. Keep going towards the fire to complete the stage.



■ Knock this skull down to proceed.

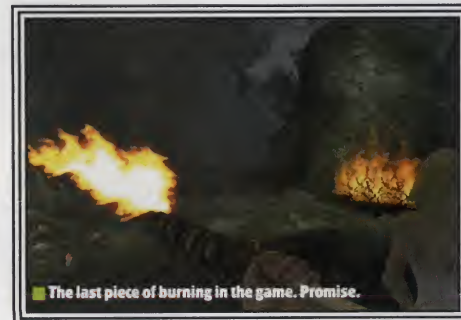
### » PART THIRTY-SIX

## BACK TO THE VILLAGE



**F**ollow Ann up to the doorway. Go outside. If you have a burning **spear**, set light to the brush around the area to clear a path.

Otherwise, use a spear or a bone to knock down one of the flaming skulls in the area and light the brush, taking the chance to light a spear as well. Follow Ann through the cave and back out to the wall where you first entered the jungle. Let Ann climb up onto the wooden bridge and watch.



■ The last piece of burning in the game. Promise.

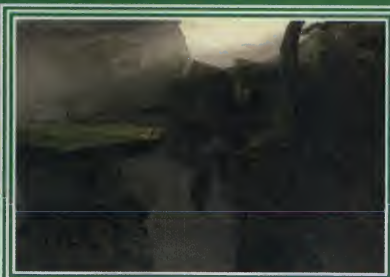


# PLAY AS KONG FOR THE REMAINING LEVELS

## » PART THIRTY-SEVEN

### KONG'S CAPTURE

**R**un and jump over the bridge. The islanders in this section are easy to sweep out of the way. Smash down the gates and move through the city, crushing everything in your path. When you reach the climbable wall, go up and jump over to the next ledge. Kill the enemies here. The islanders on the other platform throw spears at you, so you can't open the door yet. Instead, jump to the right and swing round to the tree so you can jump onto their platform. When they're dead, jump back down and open the gate. Run down the street and climb up. Jump down to where Ann is, grab her and go over to the climbable wall. Jump up to the tree there and set Ann down so that she can burn away the spikes at the top. Grab Ann again, then climb up to the top, drop down and head to the beach.



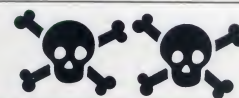
■ Jump around to here to take care of pesky Islanders. Why can't they just leave you alone?



■ Let Ann off here so she can clear the way. Pick her back up when she's done.

## » PART THIRTY-EIGHT

### KONG STRUCK DOWN



**F**ollowing Kong's gassing, walk over to where Kong is lying and listen to Carl and Ann talking. They are talking about

how Kong is going to be the biggest show in New York. Listen carefully and you may hear some references to the forthcoming movie.

## » PART THIRTY-NINE

### THE STREETS OF NEW YORK



■ Break your chains to make the show more exciting.



■ Get that bus out of the way so you can smash the fence.

**W**hile all the crowd are gawping at you, press **X** repeatedly to break your chains. After they've run, kill the people shooting you and then smash down the fence to get onto the streets. Police cars and soldiers on rooftops will fire at you. Pick up and throw cars with **O** to kill them. You'll know they can hit you when you see yourself from their view. Follow the cars to the fence and smash it to get under the train tracks. Run down, jump over the gap

and out onto the streets again. Throw cars at the trucks, as they have cannons on them. Follow the police to where the bus is blocking the streets. Kill the soldiers on the roofs, then lift up the bus. Smash the fence and go through. You now have to run a gauntlet of trucks with cannons on. Keep moving down the road towards The Empire State Building. When Ann appears, go to one of the columns and press **O** to start climbing. Head up the building.

## » PART FORTY

### THE EMPIRE STATE BUILDING

**C**limb up to the top of the building. You'll put Ann down. Use the left stick to move around the spire and **X** to strike at the planes. Try to hide from them as they fire, then swing out and hit them when they pass. Eventually Kong will fall to his death – there's no avoiding this and it signals the end of the game.



■ Keep the spire between you and the planes. Enjoy playing out one of the most iconic moments in cinema.



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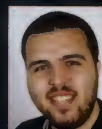
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**INFORMATION**

**RESIDENT EVIL 4**

<b>PUBLISHER</b>	CAPCOM
<b>GENRE</b>	HORROR
<b>PRICE</b>	£39.99
<b>PLAYERS</b>	1
<b>NETWORK PLAY</b>	NO

**GUIDE WRITTEN BY: RYAN KING**



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PowerStation magazine and Highbury Entertainment Ltd would like to make it clear that its guide to Resident Evil 4 is in no way exclusive and is completely unofficial. An official guide may be available for sale through another publisher.

**PART  
TWO**  
**SURVIVAL  
GUIDE!**

# resident evil

**The final half of the main guide helps you escape from the castle before tracking down Lord Saddler to his island hideaway.**



# PROTECTING ASHLEY

**W**hile Ashley is trapped, you have time to grab all the items around the room. Check behind Lord Saddler's painting for **5,000 gold**. When the room is clear, use your rifle to zoom in and shoot the three metal bars across Ashley. Shoot them at the edges rather than the middle, so if you miss you don't hit Ashley. When Ashley's freed, monks will arrive to try to kidnap her. Keep

your sight trained over Ashley and shoot the monks as they come near her. When the first wave is dealt with, more monks will burst out the door to the left. Turn left, shoot the crossbow monks, then turn right and keep the sights over Ashley again to deal with the other two monks. Once they're dead, shoot the red-robed monk. Ashley will grab his **Key** and unlock the nearest door.



Shoot the metal constraints from the side so you don't risk accidentally killing Ashley.

## CASTLE MAP

# HELPLESS

**Y**ou're now in control of Ashley. Grab the **Yellow Herb** from **Room 13** and run forward to **Room 14**. Run past the monk and under the desk. You'll find a lantern – wait for the monk to get close, then use it. Two thrown lanterns will kill him. To the right of the gate is a hole you can crawl through; use this rather than the crank. In the next room, throw two lanterns at the monk and use the cranks to open the gate. Now go to **Room 16** and push the cupboard to reveal a red button. Press it and crawl under the desk to find another button. Press it, head into the middle of the room and grab the **Stone Tablet**. Press the button there then press the cupboard button again and walk through the final barrier to find a **Blue Velvet** and **money** in the cupboards. Walk through to the knight hall (**Room 18**).



Ashley will aim automatically, so you just need to wait for the monks to come into range.



## CASTLE MAP



**CASTLE MAP, P65**

# KNIGHT NIGHT

**R**un through the corridor until you find a puzzle at the end. Move the blocks around until the picture is complete, bar one block in the bottom right. Hit the grid pieces in the following order: right, top-right, top, middle, left, bottom-left, bottom, bottom-right, right, middle, top, top-left, left, bottom-left, bottom, middle, right and bottom-right. Phew! Put the **Stone Tablet** in the empty slot to open the adjoining **Room 19**. Run inside and grab the **Spinel Salazar Family Insignia** and **Gold Bangle**. Only when the room is cleared out should you approach the chest – it contains the **Serpent Ornament** and also triggers the knights. As they charge towards you, turn around and run back the way you came as fast as you can.



■ This is how the completed puzzle should look, with the Stone Tablet inserted at the bottom right.

As you run through the knight hall, cut-scenes will be triggered where knights will try to attack you – use **L2+R2** or **Q+Q** to dodge them. When you get back to **Room 16**, hit the button where you found the Stony Tablet to cut off the chasing knights. Then head to the secret



■ Put the Salazar Family Insignia in the dial to turn the crank for the secret passageway.

entrance (**Room 17**). Grab the **Spinel** from the drawers, put the **Salazar Family Insignia** in the slot and push the crank to reveal a hidden passageway. Climb the ladder. There's **gold** to your right. Run to the end of the corridor to rejoin Leon.

# DRAGON'S DEN

**CASTLE MAP, P65**

**T**ake all of Ashley's items, including her **Yellow Herb**. Go through to **Room 11** and take the lift across the lava. You'll leave Ashley behind at this point. Walk through the door and you'll find yourself in a blazing hot room. When you walk forward, a small cut-scene will activate showing the dragon to your right starting up. As soon as you regain control, get out your semi-rifle and snipe the monk on top of it. Repeat for the left-hand dragon. Jump through the rotating cage and out the other side and shoot the monks. Grab the **Illuminados**

**Pendant** from the chest to your left. Then run to the final two walls to activate a cut-scene showing the last dragon emerging. When you regain control, hide behind one of the two walls. The dragon will turn left or right to breathe fire – when it does, run to the opposite direction to get enough angle to snipe the monk on top of the dragon. When he falls, quickly turn around and shoot the monks approaching you from the rotating cage. When all of that is done, hop onto the stairs to grab the **Lion Ornament** and head back to Ashley.



■ Hop on this rail mechanism to head across the lava lake to the Lion Ornament.

**CASTLE MAP, P65**

# HIDDEN TREASURE

**T**his little diversion is entirely optional but recommended. Instead of taking the railcar on the right, order Ashley to follow and head back to the tall ledge (**Room 34**). Head back through the dining hall for the quickest and safest route. Be careful though – you'll run into new scythe monks in this area, so have your Riot Gun ready. When you get to the tall ledge, give Ashley a piggyback so she can unlock the door. Inside the room, you'll find plenty of treasure chests, with the main prize to be found in the big chest – a **Broken Butterfly**! This special gun uses Magnum bullets, so start hanging onto them whenever you find them. Even if you decide not to bother taking this diversion to get the Broken Butterfly from the chest, you have to buy it from The Merchant: it makes life much, much easier.



■ You'll encounter some monks on the way back, so have your shotgun ready.



CASTLE MAP, P65

## CROSSING THE CASTLE

**H**op in the railcar (**Room 11**) and head back to the ornament wall. Use the three ornaments you've found to lower it and head on through. Check the stairs to your right to nab **5,000 gold** from behind Lord Saddler's painting. Head into the adjacent **Room 37**, smash the vases there to pick up more **ammo**, then hop onto the railcar to cross to the other side of the castle (**Room 38**). Smash the vases here, then head into the new area (**Room 39**). You can save your game in the room to your right – it's a good idea to start tuning up the power of your Broken Butterfly too.



■ Head back to the wall Salazar put up and put the Ornaments in the empty slots.

CASTLE MAP, P65

## KING'S GRAIL



■ All the knights sprout parasite heads, so be careful when they get close to Leon.

**L**eave the typewriter room and run right to grab a **Yellow Herb** from the far end. Order Ashley to wait. Walk forward and more knights will attack, as in Ashley's mission – use the dodge commands to evade them. To your right is a small circular room with the **King's Grail**. Reload all your weapons, then grab it. Three knights will now attack you. Their attacks are slow so run around the room until you get a clear shot at them, then shoot their heads. They're all infected with parasites, so be prepared to shoot the head eruptions too.

When they're all dead, three more knights will appear from the same areas, so get ready with your Riot Gun trained on the wall and you should be able to kill one straight away. Use the Riot Gun or semi-rifle to deal with the other two. Rejoin Ashley, order her to follow and head for **Room 41**.

CASTLE MAP, P65

## QUEEN'S GRAIL

**W**alk over a pressure pad and when Ashley stands on it while following you, tell her to wait. Push the two knight statues onto two other pressure pads, then stand on the final one yourself. This will open a new door to a small chamber (**Room 42**), so equip your Riot Gun (or handgun if your aiming is good) and enter it. Salazar has set a trap for you here – simply shoot at the four red lights in the ceiling to save yourself. Grab the **handgun ammo** from the corner of the room and tell Ashley to wait. Run through the corridor to the small storage room (**Room 43**) and grab all the items including the **Elegant Chessboard** from the cupboard and the **Queen's Grail** from the chest. That done, equip your semi-rifle and stand in the small storage room looking down the corridor. Call Ashley and a trap will be activated – simply zoom in with your semi-rifle and snipe the two monks driving the driller to save Ashley. All that's left now is to use the Grails. Run through to the only room remaining (**Room 44**) but don't enter it: you'll see monks waiting for you at the end and you can snipe them all safely. Once they're dead, shoot the **Spinels** out the statues to your left and use the Grails – Queen on the left, King on the right – to open the door.





CASTLE MAP, P65

# FLYING INSECTS

**R**un forward and ignore the door, jumping through the broken window to your right instead. You'll end up on a balcony. Grab the **Red Herb** to your right, then climb the ladder to your left to find a **Butterfly Lamp**. Look through the window and you'll see a giant pulsating mass in the big room. You can either head through this window or through the door you previously ignored. Either way, equip your Riot Gun first. The ensuing cut-scene will see Ashley stolen from you as you have to defend yourself from flying insects, otherwise known as Novistadores. Back yourself into the small corridor where the door is and shoot the insects. Note that they take more damage if you shoot them while they're in the air. When they're all dead, you can shoot at the pulsating mess hanging from the ceiling until it falls, leaving behind a batch of **Blue**, **Green** and **Red Eyes** for you to take. In any case, pull the lever on the other side of the room and shoot the chains holding the bridge. This bridge will give you access to The Merchant (**Room 47**), so run into the next room. Go through the door at the end of the corridor to find yourself outside.



Remember that insects take more damage while they're in the air. You can afford to wait.

# CLOCK TOWER

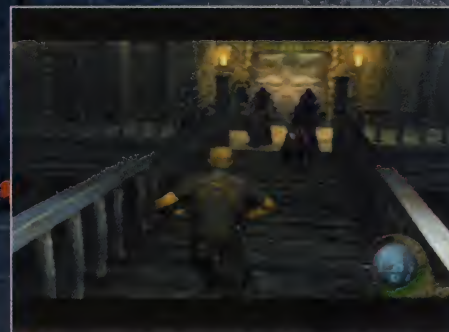
**A**fter more taunting from Salazar, snipe the monk on the tower in front of you, then equip the Riot Gun. Run across the bridge, up the stairs and across the balcony. Beware scythe monks lurking around. Enter the tower and you'll see a huge cog machine. You need to shoot the three pieces of wood blocking it – there's one ahead of you and two more on the next floor up. Climb the ladder to get a better shot at them. Once they're gone, grab the **Green Herb** and pull the lever from the top floor. This lowers the bridge to the next tower. It also activates a new wave of monks armed with dynamite and

crossbows. Either use your semi-rifle to snipe them from the top floor or rush down to the bottom floor and through the door to exit. Cross the bridge and a cut-scene will play – when it ends, you'll be surrounded by monks. Throw a flash grenade at those in front of you, turn 180°, shoot the two monks cutting off the back escape route and then run back to the previous tower, enabling you to snipe the rest from distance. You can pick up a **Gold Bangle** from the red-robed monk.

An even easier way of dealing with them is to throw a grenade at the first group of monks and then run past them as they're knocked down to head through the door, saving precious ammo. It's your choice...



When Salazar has finished his little diatribe, snipe the monk on the balcony ahead.



To save ammo, throw a grenade and run through this crowd of monks to the doors straight ahead.



## NERVES OF STEEL

**T**he next room is a nightmare. You're trapped with two blind prisoners AND monks to deal with at the same time. Ouch. The best way to deal with this predicament is to keep running and shooting at the monks first, ignoring the blind prisoners. There are roughly eight monks in total and they tend to appear two at a time – keep shooting and keep running to avoid the claws of the two blind prisoners. If you ever see a blind prisoner charge you, just run away!

Once the monks are dead, stop running. Walk instead and use your handgun to shoot the bells. This will attract the attention of a blind prisoner



Remember to use the right analogue stick to move the camera around while walking.



During this cut-scene, get ready with those dodge commands to avoid the pit spikes!

and leave the weak spot on his back exposed for you to snipe – three semi-rifle rounds should be enough. If both prisoners are alive, run after each sniping round – the remaining blind prisoner will hear where you are and charge you, no matter where he is in the room.

Once they're both dead, grab the **gold** they drop and head through to Salazar's domain

(Room 50). When the cut-scene plays and you fall, get ready to dodge (**LT+RT** or **□+○**). When you hit the bottom, grab the **Crown** from one of the dead monks and tune up your weapons at The Merchant, particularly the Broken Butterfly. Save your game and reload all your weapons. You're going to need all the help you can get: the next area is particularly nasty...

## BOSS: Salazar's Guardian



When the creature is frozen, either reel off a few Magnum rounds or run like hell.

This is by far the toughest boss you'll encounter yet. When you head through the tunnel, grab the **Red Herb** from the pipes and the **First-Aid Spray** and **ammo** from the elevator room to your right. When you leave the elevator room, Salazar's Guardian will chase you – you'll always have to be ready to use dodge commands, as it'll randomly attack from the ceiling throughout this encounter. Run through the tunnel to the control room at the end. There's a switch in the far corner; hit it and the elevator will slowly start arriving.

When you try to leave this room, Salazar's Guardian will attack. You have to evade its

clutches until the door opens. Run back to the button and run around the generator until the door opens. At this point, you have to decide whether to run away until the lift arrives or stand and fight to get the **Crown Jewel** it drops once dead. Either way, if you find yourself in trouble in the control room, run to the liquid-nitrogen canister in the corner of the room and kick it over. This will freeze Salazar's Guardian, enabling you to run or to shoot it with the Broken Butterfly (DON'T shoot unless you're planning to kill it – the ammo is too valuable!). Once the door unlocks, run down the corridor to



Be ready to dodge the monster's random attacks.



The lift takes four minutes to arrive – sounds like ours!

find another liquid-nitrogen canister. Repeat the same process: kick it over, freeze Salazar's Guardian, then either run or shoot. There's another liquid-nitrogen canister in the room to your right (good for stalling for time, even if you're running away) and one final one in the elevator room itself. Ten Broken Butterfly shots will kill the Guardian, but don't try to shoot at it unless it's frozen. If you kill the Guardian, grab the Jewel and leave via the elevator. If you're running, run up and down the corridor outside the elevator room (more room) until the elevator arrives. It takes four minutes in total to arrive.



# EXPLOSIVE ENTRY



■ From the top of the walkway, you can snipe the majority of the villagers before you head down.

**G**rab the items in the small caveaway. You're fighting villagers again – kill the first two with your Red9. You'll emerge in a big cave. Run straight ahead and slightly to the right to find a lever; hit it to start the mine cart. When the power cuts out, turn around and run to the other side of the cave and up the incline. You'll find a power switch. Grab **5,000 gold** from around the back of it, then throw the power switch. Now turn around and face the incline to take out all the chasing villagers.

There are approximately 12 of them. Once they're all dead, a chainsaw guy is waiting by the mine-cart lever. Equip your Riot Gun and kill him to get **10,000 gold**. Activate the lever and the mine cart will come down. Grab the **dynamite** sitting on top of the mine cart and use it on the boulder to the right of the lever. Run away from the boulder so you're a safe distance from the explosion and the dynamite will clear a path for you. Run along this new path and through the doors.

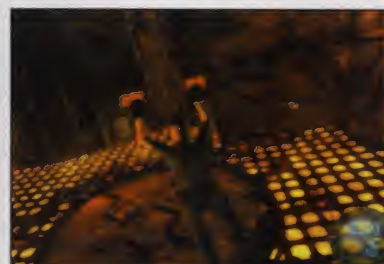


■ Run across the cave and head up this incline to find the power switch when it shuts down.

## BOSS: Twin Gigantes



■ There's a scaffolding with a ladder just ahead of you. Go there when the fight starts.



■ When the Gigantes make their way over, use the zipline to evade their clutches.



You now have to deal with two Gigante monsters at the same time. As soon as the fight starts, run up the ladder to get to the top of the scaffolding. There will be an option to use the zipline. Wait until one or both of the monsters ambles over, then use the zipline. You'll land next to a control panel. Press **△** and Leon will switch his view to the metal circle in the middle. Wait for one of the Gigantes to walk over it, then press **△** again. The metal circle will fall away and the Gigante will fall into the lava beneath! If you miss, run back to the scaffolding, climb the ladder and start again. Also remember that while El Gigante is thrashing around in the lava, he can still grab you; so avoid the middle of the arena until the metal circle closes up, killing him for good.

One down, one to go. Run around the outside of the arena grabbing the items, including the **First-Aid Spray**. This Gigante follows the same pattern as the first one you met back in the village, so use flash grenades to blind it, then the Riot Gun up close to make the parasite on its back show itself. When it does, run up its back and start slashing away. Repeat until it dies. Grab the **15,000 gold** it drops and exit the room.



## INSECT CAVES

**T**his area is full of flying insects so you need to assess your ammo situation. If you have lots of shotgun shells left, use your Riot Gun to kill the insects. Otherwise, use your Red9 (or whatever handgun you're using) to fend off the insects. Remember that they take more damage while they're flying.

When they're knocked down it takes a while before they get back up, so use this time to run past. Run down the slope to your right and up the incline to find **handgun ammo** and the first cave. Grab the **Green Herb** lying inside and press the first light switch. Then run back outside and



■ You can either shoot the insects while they're flying or knock them down and run past if low on ammo.



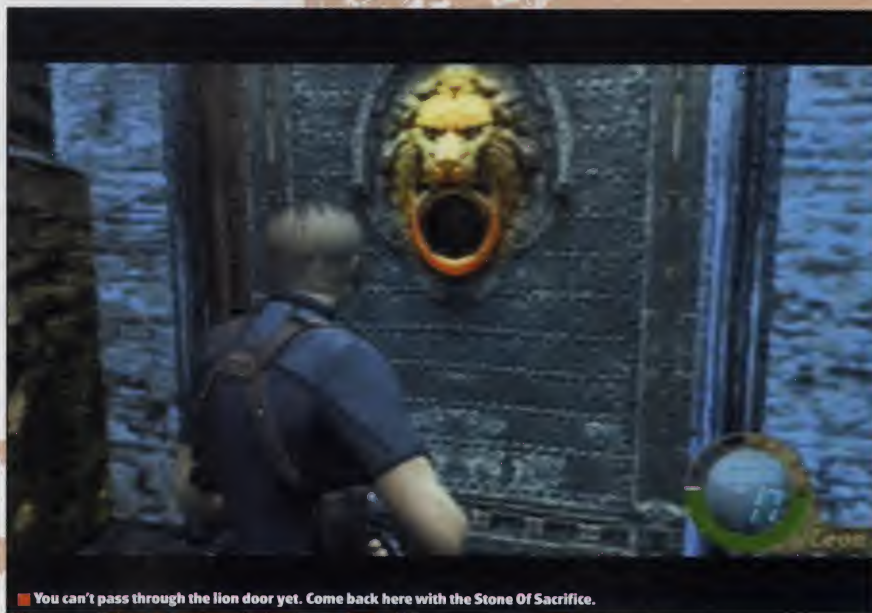
■ As soon as you hit the button, insects will try to ambush you. Have a flash grenade ready.

past the main doors to find the second cave and the other light switch. Press it and the main doors will melt from the light. If you've killed all the flying insects, there are some small items around the area to retrieve – but if you're only using the handgun to defend yourself, they're not really worth bothering with, so just hurry on

out of there. The next small section has falling pillars to run past. Look out for the lever on the wall to your left, as this stops some of the falling pillars and clears the way. Once you've done that, collect the **Royal Insignia** at the end of the tunnel and a lift will carry you upwards to the next section.

## DEEPER UNDERGROUND

**S**ave your game and upgrade your weapons at The Merchant. At this point, you should make a choice between the Striker or the Riot Gun. The Striker is better for crowds and has an exclusive upgrade allowing it to pack 100 shots, while the Riot Gun is much more powerful. We recommend sticking to the Riot Gun, if only for its versatility. Also, DON'T use any Magnum bullets. At all. You need to start saving them. Follow the path forwards and kill the two villagers. Climb the ladder in front of you and you'll have the perfect vantage point to take out the group of villagers – throw a grenade, then switch to semi-rifle to snipe the survivors. The lion door in front of you requires a sacrifice, so run right and head down the trapdoor. Run down the tunnel and you'll be standing on a small platform in a sandy cave with a locked mine-cart door at the far end. You should see four villagers standing about; snipe them. Run down the right hand step, slashing the bear-traps with your knife as you go, and turn left. You'll see a small opening taking you under the platform. Kill the villager there and grab the **Staff Of Royalty** he was guarding. Head back up and to the right of the cave. Turn left so you're facing the skull room. You can snipe the first chainsaw guy on the top floor from this vantage point. Five headshots will take him down. Once he's dead, run around the right of the skull room to find the entrance, kick the door down (tap **X**) and



■ You can't pass through the lion door yet. Come back here with the Stone Of Sacrifice.



■ Directly beneath the platform leading to the skull cave is this room with the Staff Of Royalty.



■ This chainsaw guy can't reach you on the outside, so keep sniping him until he falls.

blast the second chainsaw guy with your shotgun. When he's dead, grab the **Key To The Mine** from the top-floor chainsaw guy. This will activate more villagers. If ammo is running

low, just ignore them and head to the mine-cart door (there's a **Red Herb** to the left of it). Unlock it with the Key To The Mine and run through to the next room.



# NO BRAKES

**R**eload all your weapons and head through to the next room. Spider parasites will drop down as the ceiling slowly starts descending. Immediately shoot at the four red lights in the ceiling (if you need to reload, simply change weapon instead) and then shoot the parasites. Push onwards through the corridors until you reach the mine-cart train: three mine carts all linked together. Jump into the middle mine cart and shoot the lever to your left. Now jump into the back mine cart and get ready with your shotgun. Villagers will try to jump into the mine cart as it passes. Shoot them from distance to make them fall early, and blast the ones who manage to make it onto your mine cart. Also watch out for wooden beams at head height. You either have to shoot them or use the dodge commands to



■ Once on the moving mine cart, hop to the back cart for the best position to shoot villagers.



■ Get ready to jump at the end, then hammer X to scramble onto the ledge to safety.

duck. Eventually, your cart will come to a halt and villagers will start jumping in. Keep blasting away and when the chainsaw guy jumps in, throw some grenades at him. Keep him away from your cart at all costs!

Once the villagers are dead, the cart will take off again – if not, shoot the lever. Eventually, the cart will start heading down a steep slope and

sparks will fly off the wheels. Get ready to hit the dodge commands when this happens and then hammer the X button to climb up the ledge. Run through the corridor and collect the **Stone Of Sacrifice** from the end. Climb up the ladder and use the Stone Of Sacrifice on the lion door. Now use the elevator to enter the next area.



■ There are plenty of monks who attack in random waves so always stay vigilant.

# SALAZAR'S STATUE

**W**alk down the steps into the new area. You'll find yourself in a huge room with a giant stone statue of Salazar. The idea here is to activate the monks' ambush, then run back to this room to deal with them. Run down the path to the left and monks will seal off the exit. Quickly run back to the room you started in and snipe all the monks. Monks will appear at regular intervals, so keep sniping them. When Salazar's left hand comes down, jump onto it, turn 180° and wait for the hand to rise. When it does, jump onto the next level. Throw the lever and it'll raise one of the platforms leading to the exit. Turn around and jump back on Salazar's left hand. Wait for it to drop, then jump onto the central platform. Hit the switch here to activate Salazar's right hand. Wait for the right hand to take up, then hop off and hit the switch around



■ Hit this switch to move Salazar's right hand up and down, allowing you onto the higher platforms.

the back of Salazar's head. Then climb down the ladder to hit the final switch, raising the platform to the exit. As you leave, Salazar's statue will come to life. Hammer X to outrun the statue and be ready to dodge – L for the left pillar, R for the right pillar, L+R to dodge both of them. When you regain control of Leon, run towards the door and slash the lock of with your knife or shoot it with your shotgun. Kick the door open and run forwards. Another chase will begin, so hammer X to run and get ready to press L and R to jump. Finally, hammer X to scramble onto the ledge to safety. Now time to get Salazar himself...



# SALAZAR'S LAST STAND



■ When the monks from downstairs attack, head there yourself to kill this monk.



■ Push the crates off the lift so it doesn't exceed the weight limit and can start moving up.



■ When monks jump on the lift, act quickly and shoot them back off with your shotgun.

**D**uring the cut-scene, Leon will impale Salazar's hand with a knife. Get ready to dodge when the knife is thrown back. That done, collect the **Yellow Herb** from around the back of the boxes to the left. Now run up the stairs. Some monks will activate a lever that sends barrels down the stairs, blocking that way up. When this cut-scene happens, you'll be in the perfect sniping point to take them out. Once they're dead, run up to where the barrel lever was and more monks will appear from the bottom – of all types: regular, scythe and shielded. Shoot

them all as they head up the stairs or, better yet, use the barrel lever to save ammo (don't snipe – save your rifle rounds!). The ram-head monk at the bottom will stay there, so you can go back down and kill him (with four or five shotgun rounds) for **5,500 gold**. Now head back up the stairs, grab the **Green Herb** from the crate at the end and walk onto the lift in the middle. Push the crates off so the lift doesn't exceed its weight limit, then push the button. As the lift goes up, monks will jump in and the lift will stop as its weight limit is exceeded. The lift can only hold the weight of

Leon and one other monk – when more monks get on, use the shotgun to blast them off the edge. Also watch out for the crossbow monk as the lift starts ascending. When you reach the top, follow the walkway until you find another lift. You'll find a **Red Herb** here and can drop down for a chest containing a **Gold Bangie**. Now get in the lift to find a Merchant, typewriter and tons of **ammo**. Grab all the ammo, tune up your Broken Butterfly, reload all your weapons and save your game at the typewriter. Now head through the doors next to The Merchant.

## BOSS: Salazar



■ Shoot Salazar's exposed eye to convince Salazar to come out of his protective shell.



■ Salazar is the tiny blue figure in the middle of the monster. Shoot him in the head!

The idea of this boss battle is to shoot at the exposed eye in front of you so Salazar reveals himself. Then plug away at Salazar's head with the Broken Butterfly until he hides himself away again. You should only ever use the Broken Butterfly or, in worst-case scenario, a tuned-up semi-rifle to shoot at Salazar. Shoot at the exposed eye with your shotgun to save other ammo. Depending on how powerful your Broken Butterfly is, six to nine head-shots will finish off Salazar for good.

There isn't much threat to Leon as long as you stay in the same position after the cut-scene and don't stray too far. There are two tentacles that will occasionally swipe at you but they're easily avoided using the on-screen dodge prompt. Sometimes the monster will open its mouth sideways; when this happens, run from your original position to either side, wait for it to attack, then run back. If you need more ammo, jump down to the bottom floor to smash the barrels there. Make sure you snatch the **rifle**

**rounds** and **shotgun shells** at the very least, then head back up to the top floor.

This is the first time you can take advantage of the reloading glitch. When you see an incoming tentacle that forces you to dodge, start reloading. The dodge animation will interrupt the reloading animation but when you regain control, your gun is fully reloaded anyway. This is a tough glitch to master but comes in particularly useful when you need to reload your the Broken Butterfly, which normally takes ages.



## LEAVING THE CASTLE

**W**ith Salazar dead, grab all the items from the bottom floor. There's a lot of ammo to be had here, especially if you didn't visit the bottom floor during the boss fight. Exit through the double door and use the zipline to jump down the castle. There are two barrels at the end but be careful because one of them contains a snake. Shoot the snake and if you're lucky it'll leave a **chicken egg** behind. It only takes up one slot in your inventory, so it's perfect as a quick health boost. Even better, you can equip it as a comedy weapon! That done, follow the path to find The Merchant. It's a good idea to tune up your Riot Gun or Striker, depending on which you're using. Save your game and exit through the doors to meet Ada and bid farewell to the castle. Now it's just the island to go...



■ Press **○** at the end of the path to grab the nearby rope and head to the bottom of the castle.



■ This is the final corridor. Make sure you tune up your shotgun at The Merchant before leaving.



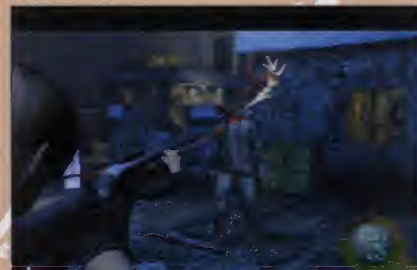
■ Ada Wong is waiting to take you to the island. Bid farewell to the castle; things are about to get hectic...



■ Grab the Emerald on the path ahead before turning right and towards the outpost.

## THE ISLAND

**N**ow for the final third of the game: the island. Run along the cliff edge and through the small cave. There's a turning right but ignore it and push on. Clamber up the cave here and smash open the boxes to grab an **Emerald**. Now head back and take the turning right. You'll see a small outpost. Reload all your weapons, then jump over the gap. The alarm will sound and a new type of enemy will attack you: infected soldiers. Soldiers are much faster than previous enemies, so shoot whenever you can rather than lining up head-shots. When the first four enemies are dead, run around the right of the outpost until a cut-scene shows a mini-gun soldier jumping into the fray. Hunt him down immediately and pelt him with incendiary grenades then a flash-grenade/shotgun combination until he falls. Other soldiers will attack you in the meantime but the mini-gun soldier is your



■ The soldiers are faster and can withstand more shots. Grenades are invaluable here.

top priority, as he easily does the most damage. When he dies, grab the **15,000 gold** he leaves and run back to the start gap you jumped over. You can safely take out the other soldiers from here. When they're all dead, run up to the big door by the steps and activate the laser. Follow it to the first mirror and rotate this so the laser hits the second mirror. Then rotate the second mirror back at the door. This will unlock it, so hunt around the outpost for items. When you're done, run up the steps and through the big door.



■ When the mini-gun soldier jumps down, pelt him with grenades until he falls.



■ Set up the mirrors like this to open the door leading towards the inner island.



## SMASH MOUTH

**T**urn right and slowly walk along the path. When the camera flicks upwards to show the loose boulder, get ready to press the dodge command. You can't shoot the soldiers who pushed the boulder, so just keep heading onwards. There's a small cove to your right with more barrels to smash. Around the corner there are two soldiers, including one hiding behind some sandbags. Kill them both and then climb the ladder at the end. Grab the **Emerald** near the top of the ladder. Walk out onto the cliff ledge, jump across to the next ledge and go through the window here. You can grab a **Golden Lynx** by shooting the red barrel to uncover a new room. That done, head back outside.



■ Reload before heading behind this door because there are more soldiers waiting.

There's a horde of soldiers here; the best way to deal with them is to smash your way through. Snipe the red barrels to kill nearby soldiers in the explosion and shoot the cart at the top of the ramp to take out the enemies there. Use this momentary lapse to run up the slope, where you have the perfect vantage point to deal with the enemy assault. Watch out for dynamite soldiers: shoot them first and the explosion will kill nearby grunts. When everyone is dead, grab the items they leave behind and head through the door behind you. There's a small corridor here with several enemies – shoot the crossbow soldier on the roof, then kill the others using your shotgun. Head through the door to your left.

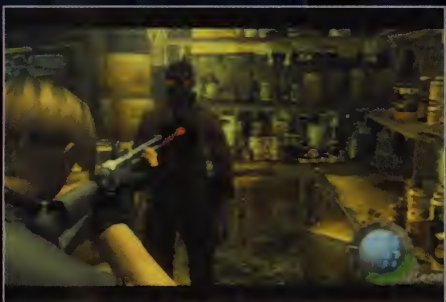


■ Beyond the door, use the shotgun to blast the crowd of soldiers awaiting your arrival.

## FIRE ESCAPE

**A**dvance through the next door and you'll see a masked soldier to your left. Kill him and grab the **shotgun shells** from the metal briefcase behind him. Move through the kitchen and when you see the rotten carcass, equip your shotgun and slowly move forward. A flaming soldier will burst from the oven in front of you, so shoot him. There's a **grenade** in the sink to the left of the oven, so grab it and slowly move forwards. Look through the grille ahead and you'll spot a new type of soldier –

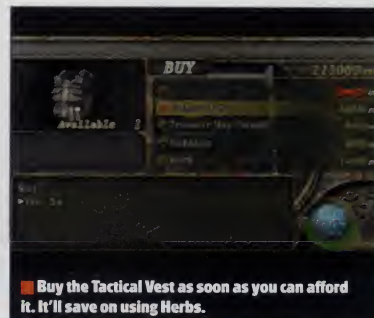
he's dressed in a Legion Of Doom-style outfit and heavily armoured. Only head-shots will hurt him. Aim at the bottom floor through the grille and snipe the crossbow soldier and the other Legion Of Doom soldier. Run downstairs and find the **Red Stone Of Faith** in the metal briefcase and a **Yellow Herb** in the back room. When you re-emerge, more soldiers will be attacking, so make sure your gun is reloaded. Head back upstairs and through the remaining door to your left.



■ Shoot this gas-mask soldier to your left and nab the shotgun shells he's guarding.



■ Either aim for the head or use a grenade. These soldiers are armoured everywhere else.

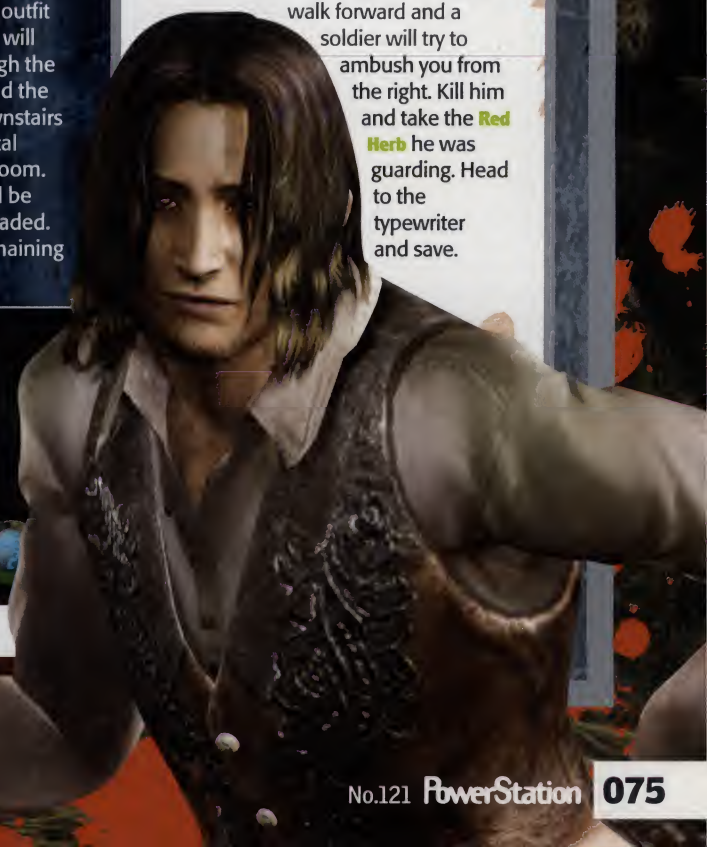


■ Buy the Tactical Vest as soon as you can afford it. It'll save on using Herbs.

## SHUT OFF

**W**hen the cut-scene ends, turn around and raid the locker for some **gold**. Now head towards The Merchant. He's got a new item for you: the **Tactical Vest**. Buy this immediately, as it'll absorb 30% of any damage you take – invaluable given the new enemy you're about to encounter. Now turn the corner and you'll see a metal shutter that opens and closes. When it opens, two soldiers throw dynamite before the door slams shut again. Take up position by the broken window and get ready to snipe one of them when the door opens. If you get a head-shot, he'll die and his explosion will take out the other soldier. Reload and keep your sight on the door because it will now open with three crossbow soldiers. Snipe them all or grenade them. Head past the metal door and grab an **Emerald** from the loose drawer straight ahead. Equip your shotgun and slowly

walk forward and a soldier will try to ambush you from the right. Kill him and take the **Red Herb** he was guarding. Head to the typewriter and save.





ISLAND MAP

# REGENERATOR

**Y**ou now need to get the Freezer Card Key. Head to the operating room (**Room 2**). There's a lock blocking your way to the right of the door – to open it, press blue once, green twice then red three times. Run inside and over to the dead scientist's body. Reload your shotgun and prepare an incendiary grenade. Grab the **Freezer Card Key** from the dead scientist and a Regenerator will make its way from the operating theatre (**Room 1**) to attack you. These creatures are by far the toughest in the entire game. Each Regenerator is covered with parasites that all need shooting to stop it regenerating itself – target its head, both arms, stomach, then both legs to kill it. Incendiary grenades will help stall for time. Never shoot its legs first: when it's on the ground, the Regenerator can leap incredible distances to nibble on Leon's neck. If you have a machine-gun-type weapon, don't be afraid to use that either. When it's dead, head into the operating theatre to grab an **Emerald** from the shelf.



■ This is how you solve this puzzle – hit blue, hit green twice, hit red three times. Easy.



ISLAND MAP

# LABYRINTH

**N**ow you have the key, you need to head over to the Freezer Room (**Room 3**). There are two more Regenerators on the way, so kill them as you did the first. When they're dead, head inside the Freezer Room and use the card re-writer (**Room 4**) to get a **Waste Disposal Key**. Turn off the cryogenic device and head to the sealed locker (**Room 5**) to nab a **Herb** and **Infrared Scope**. A Regenerator will start attacking, so equip the Scope and the semi-rifle to use them in tandem – the parasites will show up as red on the Regenerator's green body, so target them and shoot. When it's dead, head through to the remaining corridor (**Room 6**). There's some **ammo** waiting for you in the next section (**Room 7**) en route to the crane control

centre (**Room 8**). From here, you can either snipe the four soldiers or use the crane to dispose of them, if you want to save ammo. If any soldiers escape through the passage in the top left, switch to shotgun and get ready for their arrival on the door to your left. Head down to the waste-disposal area (**Room 10**) to nab **shotgun shells**, **flash grenade** and a precious **Yellow Herb**. Head to the L-bend room (**Room 11**) and reload your shotgun. There are two Legion Of Doom soldiers standing outside Ashley's cell (**Room 12**), so lure them around the L-bend and shoot them in the head with your shotgun. If you only knock them down, throw a grenade at their bodies. Ashley's cell is locked tight so there's nothing you can do here for now – head



■ The scope will help you locate the parasites on the Regenerator's body. Shoot them all.

through to the adjoining control room (**Room 13**) and kill the soldiers here. An incendiary grenade is particularly useful for this grouped-up bunch of enemies. When they're dead, head to the save point (**Room 14**) and save.



## ISLAND MAP

### NEW DANGER

**H**ead through to the wrecked science labs (**Room 15**). There's a new creature chasing you – Spiked Regenerator. Unlike other Regenerators, these can instantly kill you by pulling you into their spikes, so keep your distance at all times. Back up against the nearest door (**Room 14**) and use your Scope and semi-rifle to shoot at its parasites. There's usually one on the back too, so make sure you shoot that too. When it's dead, it drops the **Storage Room Card Key** that will unlock Ashley's cell. Don't backtrack just yet, as you can top up on items – clear out the next lot of rooms of soldiers for **ammo** and **Herbs** (**Rooms 15, 16 and**



■ You have to kill this Spiked Regenerator to grab the key it drops. This will unlock Ashley's cell.

**17**). You'll eventually end up outside (**Room 18**) and see crows up ahead on the metal struts. Use a flash grenade or shotgun to kill them and nab some extra **money**. Ignore the Merchant and head on up to the radio tower (**Room 19**). Try calling for backup on the control panel. There's



■ Clear this room of soldiers and you can grab all the items left around, including ammo.

too much interference for now... grab the **ammo** from the room and head back to Ashley's cell. There will be more soldiers in the second control room (**Room 13**) but if you stand just below the top of the stairs, you'll have a perfect vantage point to shoot them.

## WASTE DISPOSAL

### ISLAND MAP



■ Read this message from Ada that tells you to head to the waste-disposal area to escape.



■ This Regenerator will lay dormant until you hit the lever. Then use the barrel to injure it.



■ You need Ashley's help to push both crates – one in the water, one revealing a corridor.

**T**ime to leave. Order Ashley to follow, and read the paper airplane that sails through the window. It's a message from Ada telling you to escape via the waste-disposal chute (**Room 9**), so make your way there. You'll find new soldiers directly outside the room while others will have blocked off the route (**Room 10**) so kill them and walk over to the control panel. Before you open the door, make sure Ashley is behind you in the corner of the room – more soldiers charge in when you open the door with the control panel, and some errant crossbow shots will hit her unless she's safely behind you. Kill these three enemies and run into the waste-disposal room to trigger the cut-scene.

You're now trapped in the room with a dormant Spiked Regenerator... the next sequence has to be performed as quickly as possible once you start. Hit the lever (which wakes the Regenerator) and into the next tiny room it opens. There's a bin to your right and a lever in front of you – tell Ashley to hide in the bin while you throw the lever. Run forwards through the opened gate, turn around and shoot at the red barrel. The explosion will stall the Regenerator, giving you time to pick off the parasites. If you screw this sequence up, lob a flash grenade to buy yourself time. Don't let it get close! When it dies, pick up the **20,000 gold**. Call Ashley and get her to help you push the crate into the water. Tell her to hide (back in the original bin) while you run across the water crate to find another Spiked Regenerator. Kill him, call Ashley and push the next crate across to reveal a hidden passage. Kill the soldiers in here, including the Legion of Doom warrior, and run forwards.



# WRECKING BALL



■ Use the shotgun's blast to knock soldiers into the lava pit, saving Leon ammo.

**R**un to the end of the tunnel and you'll see a lava pit and wrecking ball. When the option comes up for Leon to jump down, tell Ashley to wait while you jump. Reload your current gun (should be shotgun or rifle) and walk forward. You'll be rushed by several enemies including a Legion Of Doom soldier. Shoot them all, making the soldiers lingering near the lava pit your priority. If they're close enough, they'll fall in, saving you ammo. Grenades are a good option too. When you hear Ashley's screams and her icon turns to an exclamation mark, it means a soldier has picked her up. Snipe that soldier immediately.

If the soldier manages to drag her down to the lower level where you are, get Ashley to wait in the control room until the danger subsides – this gives you the most chance to shoot anyone kidnapping her. When everyone is dead, use the wrecking-ball lever in the control room to smash through the wall and open the exit. It'll take three swings.

An alternative way of completing this section, if you're low on ammo, is to have Ashley follow you down. Run straight over to the control room and have Ashley activate the wrecking-ball lever. You only need to ask her once and she'll keep trying until the wall smashes. All you have to do is fend off her attackers, which isn't too hard when you're stocked up on flash grenades. When the wall opens, grab Ashley and run straight to the exit. You'll take a few hits attempting it this way but save on ammo. Again, your choice.



■ This is the lever you hit to activate the wrecking ball and reveal the hidden exit.

# CORRIDOR OF DEATH



■ There's a Yellow Herb at the end of the tunnel. Grab it and then turn right to save.



■ Hit the switch at the same time as Ashley to open this door that leads to the waiting truck.

**O**der Ashley to wait as there's a dangerous Regenerator lurking up ahead in the main corridor.

Use the Scope and semi-rifle combination to shoot the parasites on its body. Grab the **ammo** from the room on the right. Head back to the main corridor and kill the other Regenerator further on up. There's another room to the left, so grab the items from there and then hit the switch.

Call Ashley and send her underneath the half-closed shutter. She'll open it from the other side. When the shutter opens, order her to follow and grab the **Yellow Herb** that's straight ahead of you where the path splits left and right. Go right to find a Merchant. Tune up your Riot Gun as high as it will go, reload and then save your game.

Leave this room and take the left path. This leads you to a secure metal door with two levers. Drag Ashley over to one of them and tell her to wait while you go and man the other lever. Activate it and a countdown will start – when the middle dial lights up, hit **ⓧ**. You'll find plenty of items scattered around this next area. Grab all those you can, then hop on the truck...



## TRUCK DRIVER

**W**alk backwards as far as you can so you're near Ashley and facing the back of the truck. Soldiers will run after the truck to try and clamber on. Shoot them from distance while they're running along the road or, if you're feeling brave, wait for them to get close and on top of the truck to shoot them so you can collect the items they leave behind. When you hear an engine start up, reload your shotgun. A truck will try to ram into the back of your truck, so shoot the engine/windscreen area. One well-aimed blast from the Riot Gun will do it; the Striker will probably need two. A well-timed grenade is a tricky way of stopping the truck but saves on ammo. Once it bursts into flames and trails off, you'll have to deal with more soldiers. Once the next wave of soldiers is eliminated, the truck will try again – another shotgun blast or well-timed grenade will stop it for good.

The next step is when Ashley drives into the elevator. Hop off the truck and run to the ladder over on the left. Climb up it and there will be three soldiers waiting on your walkway. Shoot them, snipe the soldiers on the other walkway, then snipe the enemies trying to attack Ashley. Be extra careful though, because you're too far



■ Shoot the soldiers from afar to be safe, or wait for them to clamber aboard to grab their items.

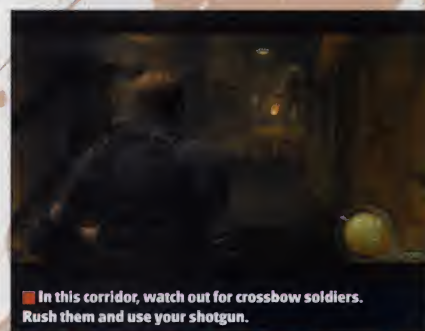
away to heal her. When all the enemies are dead, grab the **Herbs** on either end of the walkway and throw the lever in the middle. Reload all your guns and return to Ashley, healing her if necessary. Again, face the back of the truck. More soldiers will drop down, so shoot them as they appear, using flash

grenades to buy yourself time if needed. The final step is when the truck comes to a stop. This time, a truck will try to ram Ashley head on! Face it and aim with your Riot Gun or Striker. Wait until the last possible moment before you shoot and it'll explode and fly safely over you. Phew!

## MEETING LORD SADDLER

**A**mongst the broken rubble in this room you'll find **ammo**, a Merchant, save point and **Green Stone Of Judgement**. Enter the next room and a cut-scene will show Lord Saddler taking control of Ashley and stealing her away from you... again. Read the memo on the altar and grab the **5,000 gold** by the steps. Proceed into the

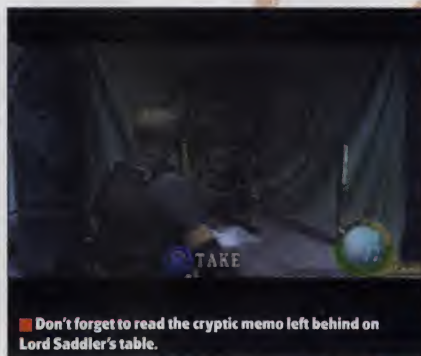
next room. There are a few soldiers scattered around here so run halfway down the steps to deal with the gas-mask soldiers, then run through the corridor to shoot the crossbow ones. Head up the stairs to the left of the latter to find a small office with items. Then head back down and outside for some money and a lift. Ride it up.



■ In this corridor, watch out for crossbow soldiers. Rush them and use your shotgun.



■ Grab the 5,000 gold by the stairs in Lord Saddler's chamber before checking the table.



■ Don't forget to read the cryptic memo left behind on Lord Saddler's table.



■ Don't worry about reloading or health – just get on the lift and head up to meet Krauser...



# MEETING KRAUSER

**A** cut-scene will play, in which you get to meet Krauser. You'll have to be quick on the dodge commands here (L1+R1 or ⊖+⊕), which, as always, are selected randomly. The first dodge command in the cut-scene comes after you see Krauser's hand on the pipe. The second dodge command comes after the close-up of him twirling his knife, with three more following shortly afterwards as he swipes at you with it. Finally, he'll knock you over and you'll drop your knife. Krauser will



■ Shortly after this cut-scene, get ready on the dodge commands to leap out of the way.



■ Bash the button that comes up on screen – but it changes halfway through, so be careful.

drop on top of you and try to stab you. Hammer the ⊕ button and then, when the command prompt changes, hammer the ⊖ button.

Eventually, Ada will interfere and Krauser (being a big girl's blouse) will run off. Drop down the ladder to the left and walk through the doors at the end.

# LASER DEFENCES



■ When the lasers form an X, they're about to separate so get ready to run through the middle.



■ Subsequent lasers have to be dodged with the command prompt. There are three in total.



■ Try sitting on the throne for a laugh.

**N**ow you have to negotiate laser traps in the small metallic corridor. The first one appears as you walk towards it and is simple enough: run through when the lasers part and give you enough room. The next laser trap appears in similar fashion but is much trickier. Keep your eye on the lasers that occasionally form an X shape: when they do so, it means they're about to part and give you enough room to run through. Then you have to use dodge commands twice to get past the next two laser traps. Do that and hit the switch at the end of the corridor. This will trigger one final laser trap, so dodge it using the dodge command, then walk through the door. You'll now end up in Saddler's throne room. Grab the **Emerald** from the seat and sit in the chair for an extra cut-scene. Turn around and aim up at the ceiling. Shoot the glittery object and, when it falls, pick it up for an **Elegant Headdress**. Run behind Saddler's throne for a secret lift. Ride it down and run down the stairs, nabbing the **Green Herb** from underneath them. Move through the cave until you find the Merchant.

Upgrade your weapons. If you've been using a Striker instead of Riot Gun and can afford an Exclusive upgrade, do it now – this will give you a 100-shot capacity before you need to reload. Otherwise, upgrade your Broken Butterfly.

Grab the **Yellow Herb** behind the wooden fence, equip your Striker or Riot Gun, reload it and head up the left path.



## BOSS: Saddler's Guardian – Metal Cage



■ As soon as the fight starts after this cut-scene, reel off a few shotgun rounds to scare away the beast.

This boss is definitely the toughest you'll have to face in *Resident Evil 4*. Along with its attacks that are similar in nature to Salazar's Guardian, demanding you dodge at a whim's notice, you're trapped in a labyrinth maze. You have to hunt around each block of the maze looking for green lights to shoot and then hit the red buttons they protect. You'll find two of these red buttons per block and hitting them both will start a countdown. You need to get out of the maze block and into the next one before the countdown ends. There are three blocks to get through in total. If Saddler's Guardian drops down in front of you, hit it with the Striker or Riot Gun until it jumps away. If you hear a thud but don't see the Guardian, it's landed behind you, so turn immediately and shoot. Also remember the reloading glitch to save time: reload before a dodge prompt and the dodge animation will cancel the reloading animation, giving you a full clip straight away. Right. Now here's where you go...

When the boss fight starts, shoot it with your Striker or Riot Gun until it leaves. Run to point A and shoot the green light, preferably with your handgun or whatever gun in your arsenal is the weakest. This reveals a red button. Hit the red



■ Shoot the green light with your handgun to save precious shotgun ammo for later.

button. Run to B to grab extra ammo, run to C to grab a Green Herb, then run to D to find the second green light. Shoot it and this will unveil another red button at E.

Next section. The dodge commands will become more frequent, so now's a good time to take advantage of the reloading glitch. Grab the Incendiary grenade at F, then head towards G to find another green light. Shoot it, hit the red button at H, shoot the high-up green light at I and hit the red switch at J. There's a grenade behind you at K so grab that, equip your Broken Butterfly and head through to the next section.

You'll find a red button at L, to your right. When you hit it, the boss will turn into its second form. Pelt it with Broken Butterfly rounds to scare it away. Run to M and aim through the fence to shoot the green light. All you need to do now is hit the final red button at N and run to the end of the metal block to get out of there! Grab the Magnum rounds, shotgun shells and rifle rounds, then reload all your weapons. Don't worry if you've run out of room in your inventory: you'll have a chance to grab the ammo again shortly. There's a door to your right with a 'WARNING' notice on it. Move towards it and...



■ Always be ready to dodge at a moment's notice, as the Guardian attacks constantly.



■ If the Guardian gets in your way, blast away with your shotgun and it will eventually leave.



■ Use your Broken Butterfly to shoot at the Guardian when it changes into its second form.



■ Make it to the next section in time before the countdown ends, to seal off another block.



### SADDLER'S GUARDIAN

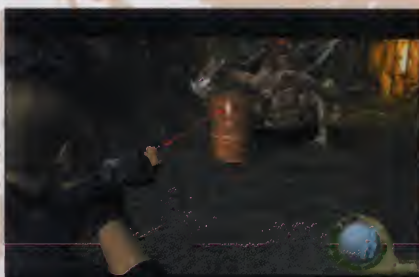


## BOSS: Saddler's Guardian – Cliffside



■ When the fight starts, head straight for the first lever you see: this opens a small passage.

Saddler's Guardian isn't quite through with you yet, as he chases you away from the 'WARNING' door. Damn. Pull the lever in front of you and run into the small passage it opens. You'll pass a red barrel on the way. Run past it, turn around, wait until the Guardian is next to it, then shoot the barrel. Don't wait to see if you've slowed down the monster or not. Turn around, throw the lever there and escape out of the passage. There's a



■ Wait for the Guardian to walk alongside one of the red barrels, then shoot the barrel.

clever little trick you can employ here: when you leave the passage this way, throw the lever again and this will shut the gate, trapping Saddler's Guardian as it chases you. You can shoot at it with your Broken Butterfly from here. Eventually, its health will hit critical levels and it'll burrow into the ground to attack with its claws, so get ready to hit the dodge commands. When it re-emerges on your side of the gate, it takes a long

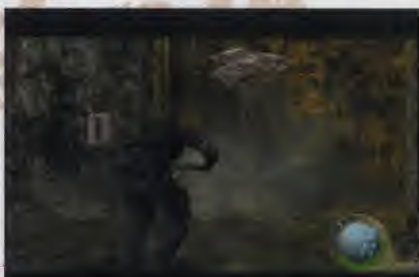


■ The explosion from the barrel will only stagger it, so quickly turn and run out of the other gateway exit.

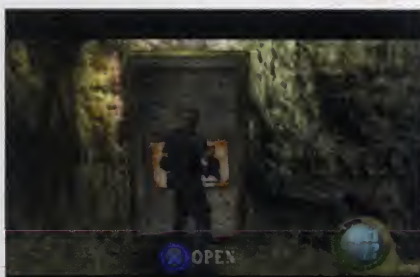
time to burrow back out of the ground. This gives you a chance to shoot it with the Broken Butterfly, run back into the passage and trap it with the gate again. Eventually, the Guardian will fall and leave you **50,000 gold**. Head back to the where the **ammo** was stashed to pick up any leftover rounds, then go through the 'WARNING' door and cross the pit on the cable car to get a **Green Herb**. Head up the ladder to leave the caves.



■ Shut the gate behind you and the Guardian will be trapped, giving you plenty of time to shoot.



■ As its health hits critical levels, it'll attack from the ground, so get ready to dodge out the way.



■ Once it's dead, head back towards the door you were chased away from.

## BREATHING SPACE

**Y**ou'll find yourself on a mountain path with a ladder leading down. Shoot the red barrel down below to take out the soldiers there. Follow up with a grenade to make sure and put some distance between you and the ladder in case any soldiers climb up. Once they're all dead, jump down and grab the **Yellow Herb**

from the right, before going down the ladder. Keep moving forward through the secret passage and you'll find a turning to the right. Nab the **Blue Stone Of Treason** from this small cul-de-sac. Keep pushing through the passage and you'll find a Merchant. Sell off your treasure and tune up the Broken Butterfly.



■ Yet again, a red barrel saves you ammo. Shoot at it with your handgun to blow it up.



■ Grab the Yellow Herb to extend your life bar that little bit more.



## BOSS: Krauser



■ Get ready to dodge at a moment's notice and Leon can easily gain the upper hand.



■ When this cut-scene ends, blast at Krauser with your shotgun to chase him off again.



■ When Krauser is shot or stabbed, he will stagger, defenceless. Shoot him with your Magnum.

This fight sees you start at behind cover at **A**, with Krauser throwing grenades at you. Use dodge commands to avoid the grenades. Bear in mind that you can't harm Krauser until the very last section of the fight, so don't take pot shots at him. The only time you need to attack is when he's trying to slash you with his knife. He darts about a lot so if you have trouble shooting him with your Riot Gun, use your knife to slash him back. Eventually, he'll give up and throw a flash grenade, leaving you free to continue. This is the basic pattern of the fight as you try and find the three pieces of the Holy Beast to let you through the golden door at **D**.

Start off by running to **B** to grab the **Herbs** and **Magnum rounds**. Krauser will probably attack you here, so have a weapon ready (NOT your Broken Butterfly – save that ammo!). Krauser also has a tendency to attack you with the knife or throw a grenade at you at **C**, so be ready for him there too. Run to **E** and get ready to dodge a Krauser

grenade. Grab all the items in **F**, including the **First-Aid Spray**, then head on to **G**. Krauser will probably attack you here, so reload in **F** while you have the chance. Grab the **Green Herb** at **H** and reload. Head up the stairway to get the first Holy Beast piece, **Panther**.

Krauser will attack you when the cut-scene ends, so shoot him as soon as you regain control. When he's scared off, a statue will appear. Push it onto the coloured tile to reveal two new levers. Pull the lever here to get out this area, then head on to **G** and pull the lever there. Shoot at the robots and grab the **ammo** they leave behind. There are several more robots patrolling the area, but one Riot Gun blast will put them down. Krauser will try to talk to you at **I**. Whether you respond makes no difference to the outcome of the fight. Grab the **Yellow Herb** at the bottom of the stairs, then run up the stairwell. At the top, take the **Magnum rounds** and then the second piece of the Holy Beast, **Eagle**.

Now the final part of the fight. Krauser's infection starts breaking out and manifests itself in his arm. Krauser can shield himself from your conventional weapons except for two: your Broken Butterfly and, oddly enough, your knife. Using the Broken Butterfly, shoot him as he charges you and Krauser will be sent reeling. Shoot him again in the head and he'll back off. Repeat this pattern six or seven times to finish the scumbag off.

Alternatively, dodge Krauser's attacks – be careful because you now have two dodge commands, one right after the other – then slash him with the knife. It only takes six knife slashes to put him down, so it's a good way to save ammo. If Krauser manages to knock you over the edge, hammer **Q** to climb back up.

Once he's dead, grab the final piece of the Holy Beast, **Serpent**, from his body and head to the golden door at **D**. Grab the **handgun rounds** on the wall to the left of it, then head through.



KRAUSER



## HELPING HAND - PART I

**W**ith Leon closing in on Saddler, his men are coming out in full force in a last attempt to stop you. This next section is incredibly tough as you're dealing with more soldiers than at any other point in the game, but you have a leveller: Mike in the chopper. He'll regularly swoop by and shoot at the soldiers and, more importantly, deal with the gun turrets.

Run through the first section until you have a gunner on the top-left shooting at you. Wait for Mike to swoop by and blow him up. That done, wait for the next set of soldiers to amble

towards you. Kill them and wait for Mike to blow up the tower. Then head up the ladder and enter it. A mini-gun soldier will start shooting at you from afar. He's to the left of the giant metal gate. Snipe him with your semi-rifle (five rounds should do the trick), then run up the stairs to the right of the gate. Use the zipline to cross over to the mini-gun soldier and throw the lever to open the gate.

There's a cute extra touch to note here: if you leave the mini-gun soldier alive and then use the zipline, Leon will kick him as he zips over. Useless but amusing.



■ Your shotgun is a life saver here with huge crowds of soldiers, but don't forget grenades.

## HELPING HAND - PART II

**R**un to the wall on your right. This will be your 'safe area' where none of the gunners can hit you. In the meantime, ground soldiers will walk slowly around the sandbags to hit you, but you'll have plenty of time to pick them off. These soldiers drop items like everyone else, but the gunners make it hard to reach the items. Throw a flash grenade, grab the items in the confusion, then run back to your safe area. Cut-scenes will show Mike blow up the gunners one by one, so wait for all three

to die before moving. Just concentrate on the ground soldiers.

If you hear Mike tell you to move, it means you're too close to the turret he's got lined up in his sights; stick to the safe area so this doesn't happen. Also be careful of the soldiers directly above you – they have an AI glitch meaning they stand above you and wait, so be sure to shoot them. Once everyone is dead, hit the two switches either side of the gate to proceed.



■ Finally, the left tunnel leaves you exposed at the back, but lets you grab items safely.

## RUINED PRISON

**T**he soldiers finally manage to deal with Mike, so you're on your own again. Run around the U-bend of rubble and shoot the **Emerald** down from one of the last standing pillars (watch for it glittering). Head through to the typewriter room and save your game. There are **handgun rounds** to the left and a **Yellow Horn** in the small room to the right. Ignore the Regenerator in the bin: it can't harm you. Move through the prison but watch out for the Regenerator to your left. When it starts moving, run back to the typewriter to get enough time to shoot the parasites on its body with the semi-rifle. Don't forget to equip the Infrared Scope! When it's dead, head around the left of the steps, climb up and walk through the door.



■ The last Regenerator in the game. Run away from him once he starts stalking you.



# FINAL ASSAULT

**T**his is the last soldier ambush you have to face. Slowly walk forward and snipe the soldier on the left by the sandbags, the one on the raised platform, and the distant soldier in the far office. A mini-gun soldier will appear, so snipe away at him until he falls; five or six rounds will do it. Then head over to the distant office where you sniped one of the soldiers.

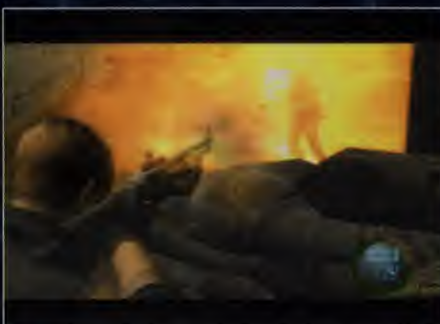
Hit the red switch there and a huge wave of enemies will start rushing you. At the same time, a cut-scene will show a soldier grabbing the Key Card you need. He's wearing a bandana – kill him and pick up the **Key Card**. Stay in the distant office to kill everyone else. Incendiary grenades are especially helpful here. Put the Key Card back in the slot where the soldier nabbed it. This will leave you free to hit the two switches. There's the one in the distant office you pressed earlier and one in the small metal hangar. Hit both the switches to open the door. Run through the door and you'll have two shielded soldiers on the other side. Kill them and head through the door to the left.



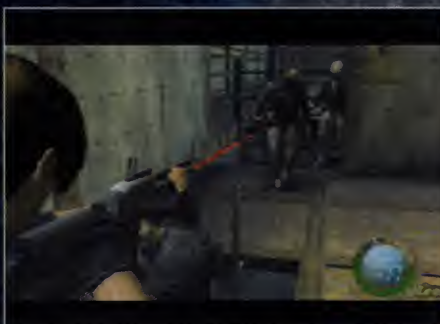
■ Shoot the soldiers around the sandbags to clear the area and set up a sniping point.



■ When the mini-gun soldier appears, wait for him to come to you then snipe him from behind the wall.



■ There are plenty of red barrels around, so use them all to your advantage when the ambush begins.



■ Stand in the distant office facing the door – this is the best place to pick off the soldiers.

# ASHLEY IS BACK



■ The last soldiers in the game. Use up any flash grenades to make short work of them.



■ Next to the memo is the last Yellow Herb. Grab it and use it on Leon before heading out.

**W**hen the cut-scene ends, you'll have Ashley back. Go through the door, grab the **ammo** from the table and read the memo explaining Saddler's intentions. Head through the door and you'll have three final enemies to deal with: a regular soldier and two Legion Of Doom ones. Tell Ashley to wait while you meet these soldiers with a flash grenade, then use your shotgun to kill them.

Try to save your normal grenades if you can. There are two turnings here: one heading left and one heading right. Head through the door to the right to end up back in the original room where Ashley was captured. There are a few items to grab from the control room at the top of the ramp, so nab them and then head back down to take the left turning you ignored. You'll find **ammo**, a **Yellow Herb** and a memo. There's

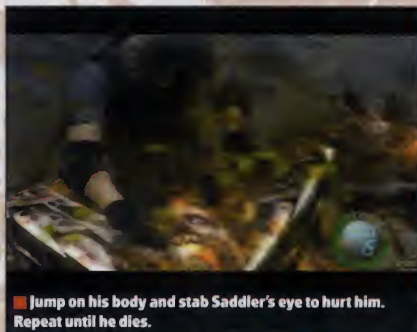
also a typewriter and a Merchant. Before you save, it's time for one last shopping spree... Sell your handgun and its bullets, and sell your machine gun and TMP bullets. Sell all your flash grenades too. This creates room in your inventory and gains you money. Sell ALL your treasure. Buy a mine-thrower and upgrade it as high as you can. Don't be tempted by the rocket launcher.



## BOSS: Lord Saddler



■ The mine-thrower makes short work of Saddler. Simply aim anywhere on his body.



■ Jump on his body and stab Saddler's eye to hurt him. Repeat until he dies.

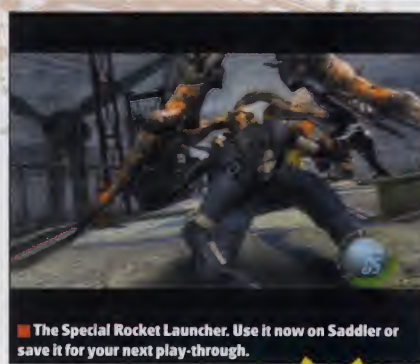


■ When the bridge falls out, hit the dodge command to leap to the other side.

With the mine-thrower, Lord Saddler is embarrassingly easy to defeat. You need to hurt the eyes on his legs so that he shows his main eye – his weak spot. Fire one mine round onto his body, then move around Lord Saddler until it explodes. The explosion will hurt his legs and this will expose his eye. As with El Gigante, if you run up to him while he's down, there will be a prompt to press **△**. Do so and Leon will jump on his back and stab his eye. Now repeat the process on another leg, stabbing Saddler in the eye again. Other ways of getting Saddler to expose his eye include luring him over to the explosive barrels before shooting them, and using the levers on either side to hit him with steel girders. Saddler's attacks are only dangerous if he gets close to you, so keep running. Be careful when

crossing to the other side: the bridge periodically shuts down, so you have to be ready to jump then hammer **△** to climb up.

Keep stabbing him in the eye until Ada throws you a **Special Rocket Launcher**. Cross to the other side to get it. Saddler will destroy the bridge as you try to cross it, so press the relevant dodge command and hammer **△** to scramble to safety. Now grab that Rocket Launcher. You can use it on Saddler to kill him straight away OR leave it in your inventory and fire your remaining mines at Saddler before plugging away with your Broken Butterfly to kill him. If you do this, you'll keep your Special Rocket Launcher on your next play through... either way, Saddler will die and a countdown will be initiated. Time to get moving!



■ The Special Rocket Launcher. Use it now on Saddler or save it for your next play-through.

## ISLAND ESCAPE



■ Saddler's corpse will leave a staggering 100,000 gold. Make sure you grab it before leaving.

**Y**ou have three minutes to escape before the island self-destructs! Ada throws you a **Jet-Ski Key** before making her departure. Grab the **100,000 gold** left by Saddler and run back to Ashley.

Climb down the ladder, catch Ashley when you reach the bottom and use the Key to get on the jet-ski. All you have to do now is survive this

section and you're home and dry. Dodge the rocks and falling boulders and keep accelerating. The falling boulders are signalled by huge explosions; swerve away from one on the right, one on the left, then two more on the left. Accelerate for the last huge jump into freedom and that's it! You've completed *Resident Evil 4*!



■ And that's it! Leon has done it, Ada has disappeared, Saddler is dead.

### NEXT ISSUE

Tips for the extra game modes including Assignment Ada. PowerStation #122 is on sale 22 Dec.

All is well again and Ashley offers Leon some overtime. On your next play through, you can buy the **Mantilla** handgun from the Merchant for 70,000 gold, and the **Infinite Rocket Launcher** for 1,000,000 gold. You'll also have unlocked Mercenaries, Separate Ways and Assignment Ada. We'll crack those modes in the next issue of POWERSTATION.



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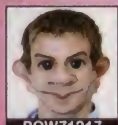
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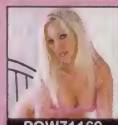
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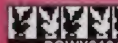
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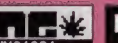
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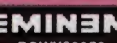
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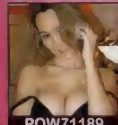
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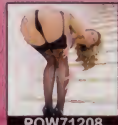
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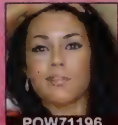
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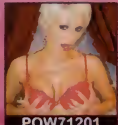
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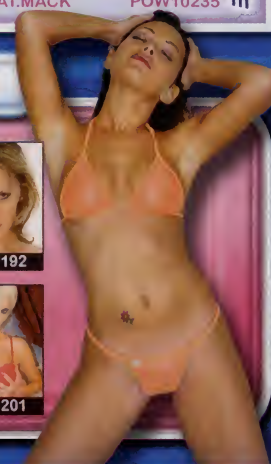
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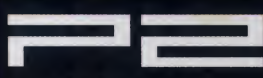
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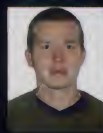
ISSUE 67 OUT NOW

**INFORMATION**

**PURSUIT FORCE**

PUBLISHER	SONY
GENRE	SHOOTING
PRICE	£34.99
PLAYERS	1
NETWORK PLAY	NO

**GUIDE WRITTEN BY: DOM WALSH**



Any questions about this guide? Contact me via:  
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# PURSUIT FORCE





# HINTS AND TIPS

CATCHING CRIMINALS ISN'T ALL THAT EASY. SO TAKE NOTE OF THESE POINTERS TO HELP YOU STOP THE VILLAINS IN THEIR TRACKS...



■ You've lost your Justice Meter and your points. Not clever.

## DRIVING

When you're driving a car or boat, it's important to avoid civilian traffic. Not only does hitting traffic slow you down but, unless you're on a bike, it will count as a **Lawbreaker**, reducing your Justice Meter and costing you points. Of course, if your meter is empty, as at the start of a mission, this is not an issue except for the lost points.

Also take opportunities to ram any criminals' vehicles that you wish to capture. This won't damage your or their vehicles significantly, but it will gain you a **Brute Force** bonus to your Justice Meter. This can allow you to do a Justice Shot jump when you capture, which is a lot safer.



■ Small movements are the best way to control things here.

## HELI-GUNNING

The helicopter sections are quite difficult. The helicopter and the targets are all moving very quickly and the targets are often small. Use the analogue nub for control, and only move it a small amount to avoid overshooting the targets. A side effect is that it's quite easy to incur **Friendly Fire** penalties. You don't need to worry about these too much, as you can recover your Justice Meter by eliminating the targets. It's easier to stop firing briefly to avoid shooting a civilian vehicle, rather than moving the gun.

Lastly, be careful not to let your gun overheat as the time lost from letting it cool down fully is more than that lost from stopping firing briefly. You'll know your gun is overheating, as the temperature bar will fill up and the barrel turns red and the gun will fire more erratically.

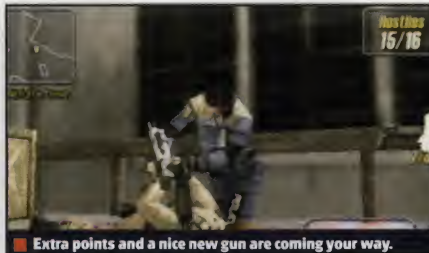


■ This is the fastest way to take out another car.

## CAPTURING

Try to capture vehicles with a full Justice Meter, as the **Justice Shot** makes dealing with passengers easier. If you don't have a full Justice Meter, instead of hiding, try to kill the criminals in the vehicle as quickly as possible, especially if you have a powerful weapon. First, the combo bonuses will allow your Justice Meter to build up more quickly. Second, especially on later stages, time is at a premium and you can't afford to spend it hiding, while time spent in the same car recharges your health anyway. However, if you have a weak weapon (such as during a Convicts mission) hiding is a good idea.

Remember that you can capture motorbikes without combat, making them a good choice if you want to build up your Justice Meter.



■ Extra points and a nice new gun are coming your way.

## ON FOOT

In a lot of on-foot sections there is no time limit. If this is the case, there's no need to rush. Your health recharges if you haven't been shot for some time, so in these missions find some cover to recuperate, saving your Justice Meter for when you're badly wounded and surrounded; or for a later driving section.

It is often a good idea to try to arrest enemies instead of killing them, although this does require you to get up close, so plan ahead before doing so. Not only do you earn more points but you can also take their gun from them. If they are armed with a machine gun this makes the stage a lot simpler.

## Final Advice

Perhaps most importantly, when driving, capturing, on foot or in the helicopter, **concentrate your fire on one target**. It's better to remove one person from shooting at you than to split your fire between targets while they are all causing you damage.



■ Don't be distracted – finish the one you're targeting first.







# THE CAPELLI FAMILY

## General Hints

As the first campaign, the Capellis have the easiest cars to drive. They are quite average, not being especially fast or weak ①.

The Capellis use Equalizer machine guns and the powerful Revolver. The Equalizer is an excellent weapon, as it can clear a car full of mobsters as you jump across ②. The Revolver, while slow, is very powerful, making it good for dealing with boss missions.



**MISSION 1: RANK REQUIRED: OFFICER**

As this is an escort mission, with Joey Leone in your passenger seat, you can't swap cars. Your car will be rapidly chewed up by the mobsters' guns, and you can't steal a weapon that's better than your pistol, so you'll have to drive tactically. First, make sure you stay well ahead of the indestructible chase car ③. Also, weave between the other traffic, using it as cover – especially while you reload your weapon – and try to make the mob cars crash into the traffic. Thirdly, remember that filling your Justice Meter and pressing **Q** will refill your health, so keep your Justice Meter topped up and wait until your health is almost depleted before using it ④.



**MISSION 2: RANK REQUIRED: OFFICER**

The easiest mission so far. Your only aim is to take out all seven of the mob speedboats. Your first priority is to swap your wimpy handgun for the more powerful weapons of the enemy, so speed to the first boat and take it over, granting you an **Equalizer** ⑤. It's much easier to capture vehicles than to shoot them on this level, so simply jump your way up the convoy of speedboats, killing the crew as you do. This should also fill up your Justice Meter quickly, enabling you to fire at the crew while you are jumping ⑥. Once you capture the seventh and final boat, it's mission complete.



Once you've captured a new weapon, stealing boats will be a piece of cake.







Take it easy, then speed up to keep in the blue (top bar).



Don't let them rest on your head for too long.

### MISSION 3: LINE OF FIRE RANK REQUIRED: SERGEANT

The first section of the mission requires you to race ahead in your convertible to catch up with 'Deadeye' De Tomaso. This is a very straightforward section of putting your foot to the floor. Once you catch up with the mob convoy (well, two cars...), you need to keep your distance. The meter at the top of the screen shows how far away you are. Keep in the blue areas to keep close enough to tail them, but not so close as to alert them (7). The convoy will go through several ninety-degree turns, which makes it easy to get too close or to lose them, so go gently through the bends, then burn up to the convoy again. When they catch the mayor's car, you need to keep him alive until the timer runs out. Destroying the mob sedan will help, as will keeping yourself between De Tomaso and the mayor.

When the time runs out, the final section starts. Chase De Tomaso in his speedboat and kill him. Keep jumping into the mob boats chasing you to pick up their more powerful **Equalizer** or **Revolver** weapons. De Tomaso will try to snipe at you, so keep out of his sight (8). Destroy the boat before he leaves the city to complete the level.

### MISSION 4: WITNESS PROTECTION RANK REQUIRED: SERGEANT

This is a two-part mission. First you have to escort three FBI boats in your



The enemy won't come around here, so take time to recover.



Take the front boat first, as it's easy to let the rear one overshoot.

speedboat. Your convoy will come under attack from pairs of Capelli speedboats as you make your way up river. At first, the boats come from the same direction, but later on they will try to catch you in a pincer movement (9). When this happens, it's best to go for the boat in front first, as they tend to be easier to get near. Keep close to the FBI boats and this section should be quite simple.

Once you drop off the convoy, you are ambushed at the docks. There are 12 enemies in total, coming in three waves. When the last wave attacks, you can take cover to recover health behind this large crate (10). As long as you don't rush out, this section is quite easy.

### MISSION 5: LEGAL EAGLE RANK REQUIRED: LIEUTENANT

This is a three-part mission, covering heli-gunning, driving and on-foot shooting. You start in the helicopter. You have to destroy all seven cars in the lawyer's convoy within 5km, so get shooting! Ignore their rockets, as eliminating the cars will build up your Justice Meter enough to recharge. Near the start, the road goes through a tunnel (11), bringing you right next to the cars. Use this opportunity to destroy them quickly.

Once the convoy is destroyed, you'll drop onto the lawyer's car. His driver will attempt to kill you with an **Equalizer**, so hide from his fire, then gun him down and take the car. Do this quickly, as there's an indestructible chase car.



Get the cars at point-blank range in the tunnel.

Race to the lawyer's house with the Capelli cars chasing; shoot at and ram them to build up your Justice Meter so you can recharge your car's health.

Lastly, you need to clear 14 mob soldiers from the house grounds. You don't have much time, so move quickly. Arrest a few to take their guns and simply shoot the rest, again using your Justice Meter to recharge, as there is no time to rest.

### MISSION 6: DON THE RUN RANK REQUIRED: LIEUTENANT

A deceptively simple mission. Simply catch up with the Don's limo before he gets away and waste him. At the start it looks like you have a lot of time to complete this mission, but the Don's car is very tough, very far away and very well guarded by seven cars full of mobsters. The car limo itself is guarded by two mobsters and a mini-gun in the boot (12). To start with, capture your way up the escort of mob cars. There are five saloons, each containing two mobsters with **Equalizers**, and more sports cars join the chase, each containing a mobster with a **Revolver**. Take care of all of these cars, then chase after the Don, shooting at him and changing cars when yours is too damaged. You can only hurt the Don when he stands out of the sunroof, after you shoot the door guards, so keep level! If your health drops too low, use your Justice Meter to recharge – or capture another car, as the mob sports cars appear regularly. Good luck!



Keep to the sides to avoid mini-gun fire.





# THE WARLORDS

## General Hints

As a military gang, the Warlords' vehicles are, as expected, slow but very tough. If you have to chase somebody, a Warlords' vehicle is not the best thing to capture ①.

Both of the Warlords' weapons: the AGP 5 and the Shotgun, are good to use. The Shotgun is powerful enough to kill any person in two shots ②, while the AGP 5 is powerful and fast-firing enough to clear a full vehicle in one jump.



### MISSION 1: TOXIC CONVOY RANK REQUIRED: OFFICER

For this mission, you are required to capture the transport vehicles without damaging the toxic gas tanks, so whatever you do, don't shoot them ③! The crew of the transporters are all carrying **AGP 5** assault rifles, which are very handy for taking out the crew. However, it's risky driving a transport, as it can get damaged, so for moving up the convoy, take one of the Warlords' escort vehicles instead. These are armed with **Shotguns** which, while powerful, fire slowly. When you get near the last warlord vehicles, they will begin to release the toxic gas behind them ④, so try to get alongside quickly: the gas damages you, not your vehicle.

### MISSION 2: HARDWARE HIJACK RANK REQUIRED: SERGEANT

This mission is split into three parts. In the first section you have two minutes to get from the start to the docks. There are three Warlord jeeps who try to stop you. These are quite easy to capture, as they don't try to shake you off. Just watch out for the sharp right turn about 500m before the docks ⑤.

In the docks you have to fight on foot through ten Warlords. They're quite easy to take down at first, as you should have a weapon from the last jeep you captured. However, once the ammo is gone you'll need to use your pistol.

Lastly, you get in a boat and chase down six boats carrying the cargo to the city. Be careful getting through the bridges, as hitting the







■ You can't shoot it down, so dodge if you can.



■ Quickly capture one of these to upgrade your weapon.



■ These bombs will take your car's health; be ready to jump.

central support will make the mission impossible to finish. Also, a helicopter dropping bombs will attack you ⑥. Try to avoid the bombs if possible, but you can always capture another boat, so don't steer too wildly to dodge.

### MISSION 3: ATOMIC AMBUSH RANK REQUIRED: SERGEANT

This is quite a long, three-part mission. Your mission starts in a jeep, escorting the nuclear warhead and two jeeps. After the cut-scene, enemy cars will attack. Your first priority should be to capture an enemy jeep ⑦, as your pistol is nowhere near powerful enough to fight off or capture the Warlords' B-101 APCs easily. Once you have a more powerful weapon, it's fairly simple to capture enemy vehicles. Be careful, however: the road is very winding, so you need to watch your balance.

Once you arrive at the base, you have to fight the Warlords on foot. There are 16 Warlords, in groups of four. When each group appears, try not to move up the stage until the current four are dealt with, as this will cause the next group to appear. Four at a time is a challenge; eight at a time is suicide!

Finally, Lieutenant Davis steals the warhead. Give chase, but watch out for his backup cars and the helicopter that drops bombs on you ⑧. Davis also fires gas grenades, which drain your health and cause vehicle damage: so be careful! Keep capturing enemy vehicles to avoid exploding, and to keep ammunition in the AGP 5 assault rifles you take.

### MISSION 4: VELOCITY RANK REQUIRED: LIEUTENANT

In this homage to the movie *Speed*, you have to get on a bus and save the passengers from the bomb on board. You start on a motorbike. Go as fast as you can towards the bus on your map. The bus will explode when it reaches the town, so hurry up! Once you reach the bus, jump on, then walk up the roof to the front ⑨. When you take over the bus, the bomb timer appears. Starting on ten seconds, the timer drops each time your speed drops below a hundred.

A police jeep will come up to catch the passengers. Drive up on the right edge of the road, keeping the jeep level with the front-left of the bus ⑩. The jeep can only hold four people and there are 16 passengers on the bus. Keep the bus steady, and the speed as slow as you can, so that there is enough time to get all of the passengers off the bus.

### MISSION 5: DAY OF THE DAM RANK REQUIRED: LIEUTENANT

You start this mission in the helicopter, chasing the Warlords' boats. Be careful, as they have rocket launchers, which will damage your helicopter, but not you. Aim for the centre of the boats where the crew is sitting, as this is where they're weakest ⑪. When there are 500m left, the helicopter's fuel line will be damaged and you'll have to move onto the boats yourself, so destroy as many as you can

before this happens. You should have destroyed at least three boats by this point, to have given yourself a good chance of finishing.

Once on the boats, you'll have to move forwards quickly. Use the time you spend catching up with boats to recover your health, and ram boats whenever possible to build up your Justice Meter, as a Justice Shot is the best way to take these boats over. When there are only two enemy boats remaining, overtake the rear boat and take out the one at the front, then capture the last boat as it passes you.

### MISSION 6: GENERAL'S REVENGE RANK REQUIRED: CAPTAIN

Capture the two escort boats to keep them out of your hair, then race on to catch the General's boat. His boat will drop mines, then fire mortars, then launch homing missiles. To avoid them, stay close to the front or sides of his boat and fire at him ⑫. Escort boats will attack you, so capture these to aid your health and keep them away. Only use your Justice Meter to recharge your health on this mission.



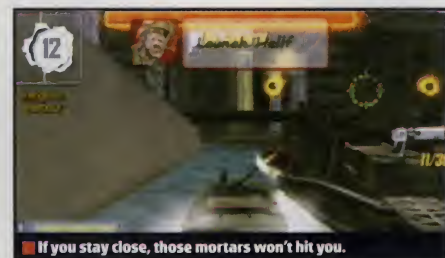
■ Keep to the right to avoid the traffic.



■ Get on the bus quickly, and try not to overshoot.



■ Hit them in the centre to destroy them more quickly.



■ If you stay close, those mortars won't hit you.





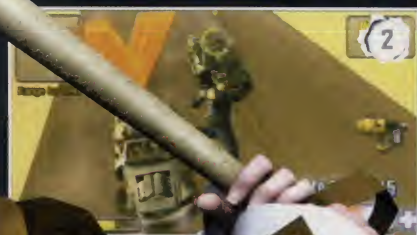
# THE CONVICTS

## General Hints

Like the Capelli Family, the Convicts' vehicles are all quite average. They're fairly tough and also quite fast.

The Convicts' weapons are perhaps the most troublesome in the game. The Sawn-Off is powerful enough to kill in two shots, but reloads very slowly. On the plus side, the Convicts in cars have to reload often as well, giving you time to eliminate them ①.

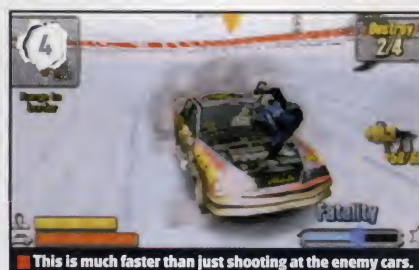
The Nail Hammer fires slowly and is quite weak ②. Its only advantage is a large magazine, which means that Convicts in cars with one never have to reload, making them very dangerous.



Finish these Convicts before they finish the civilian.

### MISSION 1: SKI RUN RAMPAGE RANK REQUIRED: SERGEANT

The first section of this case requires you to tear at full pelt towards the ski resort in your police car. You don't have too much time, so take care on the corners, as messing them up can really slow you down. Don't be tempted to commandeer another car, as it wastes time and you are driving the fastest thing there. Once you reach the resort, the Convicts are attacking civilians. There are three cars being harassed, so chase them down and take out the Convicts ③. The quickest way is to capture the vehicles, but this will cause the gang to turn their attention from the civilians to you! The Convicts are carrying **Nail Hammers** and **Sawn-Offs**.



This is much faster than just shooting at the enemy cars.

The last car has two cars of criminals after him. By this point your health may be shaky, so it may be worth shooting at one of the cars instead, unless your Justice Meter is high enough to do a Justice Shot. Lastly, there are four cars heading for the border, so chase them down and finish them off. You may be quite close to the end of the road now, so capture the Convicts' vehicles to save time ④.

### MISSION 2: RAPID REACTION RANK REQUIRED: SERGEANT

This is a very straightforward mission: simply take out the eight Convict boats before they reach the city limits. The river winds a lot at the start of the stage: so be careful. Also, watch out for Convicts attempting to jump onto your boat ⑤. If this



If you don't shoot him soon, he'll kill you in three seconds.



Take out the cars quickly; you can't afford any mistakes.





Keep an eye on Billy Wilde. You can survive a few firebombs.



Once you're in here, you can't leave for the whole mission.



Keep your car straight until he's knocked out.

happens, shoot them quickly, as they can take down your health very fast. Once again, capturing your way up the convoy of boats is the way to go.

### MISSION 3: WILDE'S BOYS RANK REQUIRED: LIEUTENANT

To complete the first part of this mission, you need to eliminate all six cars in the convoy (6). You don't have a lot of time here, so don't take too long destroying the cars. If a Convict jumps onto your car, you can afford to leave it, as you don't need to kill those Convicts to complete the mission. Also, any car with three Convicts in is very dangerous.

If you eradicate all the Convicts, you transfer to the heli-gun. You have to kill Billy Wilde in the distance allowed. When he's in a car this is fairly easy, but when the car is destroyed he'll jump onto the top of another car and throw firebombs at you (7). Aim directly at him here so that you can destroy the bombs as he throws them. If you have to follow them too much, you'll lose valuable time. Eventually he'll drive the car, so shoot it while your health recovers. Keep shooting as he changes cars, to finish the mission.

### MISSION 4: THE FORGER RANK REQUIRED: LIEUTENANT

Compared to the last mission this is a piece of cake. Hijack the Convicts' sports car, then drive to the airport to pick up the forger. Simply take out the two escort cars and



Keeping your balance is very tricky in this section.

take over the sports car before you arrive at the airport. It's best to take out the escorts first, as once you've taken the sports car you can't leave (8).

Once you've picked up the forger, you have to make the 20km back to the city. There is an indestructible chase car, and you'll be harried by Convict cars and bikes. Keep shooting at the Convict vehicles and any Convicts who try to board your car, using your Justice Meter to regain health. Occasionally the forger will wake up and attempt to gain control of the car, so try to keep it on the road until you can subdue him (9).

### MISSION 5: A SNITCH IN TIME RANK REQUIRED: CAPTAIN

For this mission, you need to pick up the snitch and get him back to the city. Firstly, you must chase down and destroy three Convicts' cars before they reach the Convicts' hideout. This is a relatively simple section, but the road winds a lot, so you need to keep your balance when capturing cars (10).

At the hideout, you need to take out the 16 Convicts acting as guards. There is no time limit, so take the time to recharge your health before dealing with the Convicts in small groups. There's a wall, which is a good place to hide behind (11).

Lastly, you have to drive the snitch back to the city. There's a chase car, and a lot of Convicts will attack you, so put your foot down and keep shooting to top up your Justice Meter. They're



Duck behind here if you need a breather.



Dodge around these. Hit one and you may as well restart.

also very keen on jumping on your car in this level, so be ready to shoot them off.

### MISSION 6: BUS TO THE BORDER RANK REQUIRED: CAPTAIN

The first section of this mission sees you racing to the border in your Jeep. There are no enemies here, but you only have 55 seconds, so hurry. Don't hit any cars. When you reach the town, there are lots of wrecked cars littered around (12). Dodge those and try to make the very tight 90-degree turns. The first two are signposted, but the next right and left are not, so be careful.

When you reach the end of the town, Hard Balls' bus appears with two escorts. Shoot out one escort and capture the other, then fire at Hard Balls. If a Convict jumps onto your car, capture another, if you can, as they won't be any trouble in your old vehicle (13). When Hard Balls is injured enough, he'll call in another escort. Capture this, then shoot the prisoners who appear in the bus, then Hard Balls again. Keep repeating this loop until you bring him down.



Let him have your car. You can always take it back later.





# THE VIXENS

## General Hints

The Vixens' vehicles are fast but very weak; so when you are driving one, be ready to capture another vehicle quickly when your car's health becomes too low ①.

Both of the Vixens' weapons, the Chain Pistol and the Chrome Gun are weaker than most other gangs' weapons but fire very quickly. This makes them very useful for capturing vehicles ②.



Follow them to the right or you'll lose opportunities!

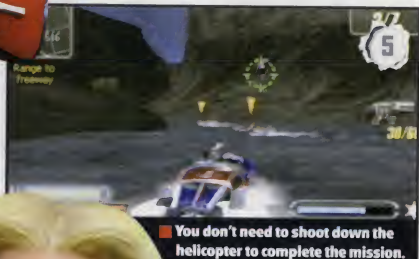


Take over the boats before they get away from the road.

### MISSION 1: DAYLIGHT ARCHAEOLOGY RANK REQUIRED: LIEUTENANT

This mission takes you on the road and the river. To start, you need to protect three police cars from the Vixens. The first is being menaced by a single VMV, so capture that and pick up a **Chrome Gun**. Then move to the next car. Be careful, because the road splits several times, with the targets going to the right each time ③. This next car is being chased by two bikes and a sports car, the last is being attacked by a sports car and a VMV.

When the cars are taken out, you have to jump onto two boats on the river alongside ④. Be careful: when you capture now, the drivers will shoot at you too! Once they are captured, simply take out the last six Vixen



You don't need to shoot down the helicopter to complete the mission.

boats to finish the mission. You'll meet first one, then two, then three boats. The boats are fragile, so capture them quickly!

### MISSION 2: A TEST OF METAL RANK REQUIRED: LIEUTENANT

As it's made clear in the briefing to this mission, do NOT sink the target boats. The first two boats you encounter have escorts. It's best to capture the escorts first, to take their weapons and to stop them from damaging the target boats when you capture them.

Once you've captured the first two boats, you'll come under fire from a helicopter ⑤. If you like, you can shoot this down for bonus points, stopping it shooting you.

The drivers and passengers on this level are very aggressive and fire at you often, so you'll have to use your dodge ⑥.

### MISSION 3: FOX HUNT RANK REQUIRED: CAPTAIN

You need to lure The Fox into the chief's cunning trap. You start driving a truck. Vixens will attack you in sports cars, so fire at them, using your Justice Meter to recharge your health when needed. If you get too close, the passenger will jump onto your truck,



The Chain Pistols are lethal. Keep out of their way!





Shake her off before she reaches your cab and shoots you!

requiring you to weave dangerously to throw them off (7), making you more likely to hit civilian traffic. So try to keep your distance.

When The Fox appears, capture the cars in her escort and chase her, firing at her as you go. When you damage her to about half she'll take to the skies in a helicopter (8). The helicopter drops bombs while flying too far ahead to be shot at, so wait for it to slow down and reload to blast it. There will also be Vixens' vehicles coming up from behind and catching you in a crossfire, so be ready to capture them to keep your vehicle damage healthy.

#### MISSION 4: BABES, BOATS & BULLETS RANK REQUIRED: CAPTAIN

There are three trucks and four boats to capture in this mission. You begin in your car, in hot pursuit of the stolen trucks. To capture a truck, you need to jump onto the back, then walk along to the cab and shoot the Vixens in there. Try to jump on as close to the cab as possible to make your walk shorter. Also beware of Vixens with guns on the bonnet, who will



Look out, or you'll lose the Vixens for a while!



Your Enforcer will work wonders on this chopper.

shoot at you (9). There are Vixens on motorbikes and in sports cars escorting the trucks, so take these faster vehicles to move up the convoy.

Once you have the last truck, jump on a boat to continue the river chase. There are the four boats and one Vixens' boat escorting. Capture all the boats in time to finish the mission.

#### MISSION 5: GIRL'S BEST FRIEND RANK REQUIRED: MAJOR

You have to recover the diamonds being carried by nine Vixens' vehicles. The first batch of diamonds is being carried on a bike; the others are in sports cars and VMVs. There are also two escort bikes and an escort car. The Vixens take a lot of short cuts in this level, which are hard to spot, except on the map, so be on your guard (10). With about 5km left you'll come under fire from a helicopter. Shoot it down with your gun quickly, although capturing new cars also works well (11). The last three Vixens' cars are all in one group, so simply jump across them, which should build up your Justice Meter in no time.



Get the helicopter while it's hovering.



Shoot her quickly before she causes too much damage.

#### MISSION 6: WHIPLASH RANK REQUIRED: MAJOR

You start off in your Jeep. You need to chase down Whiplash. She's just ahead of you, so catch her up and start shooting at her car. Her driver will shoot you, and she'll try to hit you with her whip. The whip disables your car's electrics, making it hard to control (12). She'll also whip other cars, causing them to veer in front of you. Keep shooting as she jumps from car to car, capturing other cars and using your Justice Meter to keep your health up.

When she's taken damage Whiplash jumps into her helicopter. The helicopter will face you and fire rockets. It's indestructible when it does this, so veer across the road to dodge them. The helicopter then turns side-on to you, to fire grenades. Whiplash is vulnerable here, so shoot at her while she's exposed. Don't worry about your health, as there's a steady stream of Vixens' cars. Try to capture them when the helicopter is firing rockets so you don't miss your chance to shoot.



The electric whip will make you lose control for a short while.

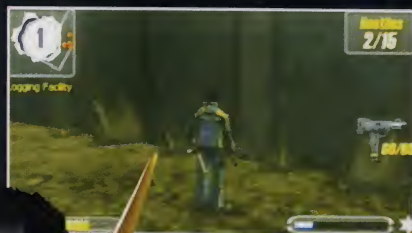




# KILLER 66

## General Hints

These are the hardest missions. The Killer 66 cars are fast, but are quite hard to drive. If you hit another car, you could lose the mission while you try to regain control. The SMG 7 ① and the Punisher handgun are the best weapons to use. The SMG 7 is an excellent weapon on foot and in a car, as it carries a lot of ammunition and can clear a full car of enemies in one Justice Shot jump. The Punisher is quite powerful, but unfortunately is not very convenient. It takes four shots to kill a standing Killer 66, and its rate of fire is too slow to make it useful against vehicles ②. It does have a lot of bullets, but otherwise your own handgun is superior.



It's a very small target, so keep your movements small.



Don't try to shoot the bike – let the rider come to you.

### MISSION 1: GUARDIAN RANK REQUIRED: CAPTAIN

③ This is a three-part mission. The first part is a helicopter-gun section. You have to destroy the convoy before they can reach the Yakuza base. You simply need to destroy all of the cars within the time limit. One vehicle in the convoy is a motorbike which is quite awkward to hit, so you must take care here ④.

When you destroy the convoy, your helicopter will circle the Yakuza base twice before landing. Use this opportunity to shoot some foot soldiers, as this makes the next section easier.

You then have to fight your way across the base on foot. Keep moving while shooting; use your Justice Meter to recover your health if you need to, as there are plenty of targets in here.

Lastly, you must drive the mayor's daughter home. Fire at the vehicles chasing you and any Yakuza who jump onto your car. Beware of the motorbikes: they're extremely hard to hit, so it's much simpler to allow their drivers to board your vehicle and then shoot them ④.

### MISSION 2: THE BIG GAME RANK REQUIRED: CAPTAIN

⑤ This is the longest mission so far! Starting on your bike, race towards the stadium. You start in suburbia, with a lot of tight turns, so keep to the verges of the road to avoid the traffic and stay on a good line for the corners ⑤. Then go flat out along the straights.

In the stadium, you have to shoot 12 Yakuza on foot. There's no time limit here, so take the time to use cover and make arrests to pick up your score and get any new guns.

Next, you have to chase down and capture the three money trucks before they reach the bridge ⑥. You can only jump on the back of each truck, and then walk along. All the trucks have Yakuza on top, guarding them, so be prepared to shoot. The second and third trucks also have escorts. There are lots of sharp corners here, so keep your balance! Also be careful of the road splitting in two. Stay in the right-hand lane with the Yakuza, or they'll gun you down, while you can't jump onto them.

Lastly, jump into the helicopter to take out the last seven Yakuza cars with your heli-gun. This is quite straightforward, but watch for the cars going into the flood canal, as bridges will block your line of fire.



Keep to the sides to avoid the traffic.







The trucks are slow, so quickly switch to another car.



You need to turn right very early for this corner.

### MISSION 3: SYNTHETIC SCIENCE RANK REQUIRED: MAJOR

Starting in a civilian four-wheel drive, you need to catch up with Sudeko's convoy. You only have 25 seconds to do this, so you have to drive perfectly (7). When you reach the convoy, tail them to the drugs factory. This is quite simple, but watch out for the last section of road: this is a wide highway, so the convoy picks up speed.

When you reach the factory, clear the area of the 15 Yakuza there. You've very little time, so move quickly and use your Justice Meter if you need more health.

Lastly, chase down Sudeko. He'll fire grenades at you and launch clouds of poison gas, which make you lose control (8). For the first section there are no other cars to capture, so drive safely while firing. When the chase reaches regular roads, Yakuza cars will join in, so you can use these to capture and recharge your Justice Meter. Once you're on the roads, Sudeko is quite easy to take down.

### MISSION 4: PURSUIT PLUNDER RANK REQUIRED: MAJOR

After the last mission, this is somewhat relaxing. Firstly, you have to destroy the Killer 66 convoy and capture their lead car before you reach the base. There is less than 5km, so put your foot down. Capture your way up the convoy. There are only three cars, so you



You can absorb the damage. Time is more important now.



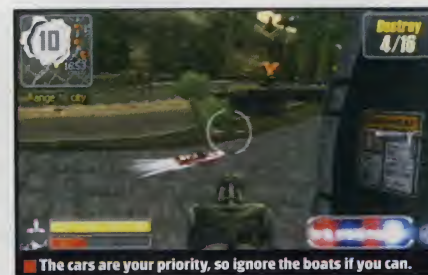
The gas makes you more likely to hit a grenade. Avoid it!

### MISSION 5: RISKY BUSINESS RANK REQUIRED: MAJOR

As soon as you start this mission, you'll be fired at by a Killer 66 foot soldier in front of you. Deal with him, then head around the corner where four more of his friends are waiting. There are 15 enemies in this section, in three waves. There's no time limit, so relax and take opportunities to recharge your health and perform arrests for more points.

When all the Killer 66 soldiers are dealt with, you move to the helicopter. You need to destroy as many of the cars and bikes in the convoy as you can. With about 10km left you'll transfer to a car, so try to destroy as many of the Killer 66 cars as possible before then. There are also boats firing at you here, but you don't need to destroy them so it's best to concentrate on the more distant and hard-to-hit cars (10).

Finally, from the car you need to destroy the rest of the convoy. The first vehicles you



The cars are your priority, so ignore the boats if you can.

encounter have probably been softened up by your helicopter gun, so simply shoot at them. Then make your way up the convoy, capturing vehicles as you go. The last three cars are in one group and are hard to capture, so it's wise to shoot two of them instead.

### MISSION 6: MONSTER TOSHIMA RANK REQUIRED: COMMANDER

This is it: the final mission in the game. Starting in the helicopter, you have to prevent two transporters from a hijacking by the Killer 66. You only have 8km to do this in. The first transport is being attacked by two cars. Passengers from the cars jump onto the top of the transport and have to be shot off. Destroy the nearest car quickly so its passengers can't board. The second car is more difficult as it's often behind the transport.

The second transport is being attacked by two cars and two bikes. Again, try to destroy two of the vehicles so that there aren't too many Killer 66 guys jumping onto the transport, as you don't have much time.

Lastly, you transfer to the car to hunt Monster Toshima. He'll fire his flame-thrower at you (11). If your car is set on fire, swerve around the road to extinguish it while firing at Toshima. More Killer 66 cars will join the chase, so capture them if your health gets too low or you want to top up your Justice Meter. When Toshima dies, it's all over, except for the races and time trials.



Concentrate on putting out the flames and shooting.



# Mobile Games

## MIDNIGHT POKER

Once you're at the table, there's no room for joking around. Your opponents will use their ultra-realistic artificial intelligence to wipe out your savings in no time, if you let them do it! All the characteristics of a real Texas Hold'em game have been included in this ultra-realistic simulation created by true Poker lovers.

Play 50

## FOUR FOUR TWO TRIVIA QUIZ

FourFourTwo Trivia Quiz offers you the chance to test your knowledge in the ultimate football quiz on mobile! Start off with the National Cup. Winning this title will unlock the European Cup, and a victory at the European Cup will unlock the International Cup! Are you up for the challenge?

Play 44

## WAR OF THE WORLDS

War of the Worlds consists of 13 levels of pure shooting action in 5 different environments inspired by the film and its universe. You will marvel at the amazing graphics depicting Osaka, London, and New York as they are overcome by the tripods. In order to maximize your score, you must destroy as much as possible.

Play 42

## MIDNIGHT POOL

Midnight Pool™ brings you into the competitive universe of a genuine American pool hall. You will face 8 original players, none of whom are ever at a loss for words! Choose from 3 available characters, then unlock the others in Tournament mode, where you can play with the rule set of your preference.

Play 39

## ASPHALT URBAN GT

Asphalt: Urban GT™ takes you out on 8 tracks inspired by genuine places. Each track is part of a specific graphic universe and includes different tunnels and elevations that enable you to perform impressive jumps, among other things... But watch out! Don't get flashed or stopped by the police.

Play 36

## SPLINTER CELL CHAOS THEORY

For the first time in the Splinter Cell series for mobile phones, you can use brand new weapons to confront your enemies, like Knives, Drones, Grenades and your enemies even have sniffer dogs to track you down in the dark!

Play 41

## MIDNIGHT BOWLING

Besides the authentic spirit of the game, Midnight Bowling takes you to all of the hottest bowling alleys, from Star Light to Ocean Alley. Each time you'll discover a different but alluring setting. Exceptional gameplay, including the exclusive spin control: even after you've thrown the ball, guide it right towards a strike!

Play 52

## NEW YORK NIGHTS

New York Nights is a new kind of simulation game, with funny and unexpected situations. Thanks to its intuitive gameplay, for the first time on your mobile phone you can live and interact in New York: do bodybuilding, go to a concert, even dance in a nightclub!

Play 40

## MASSIVE SNOWBOARDING

Massive Snowboarding allows you race on the world's most famous downhill tracks. With state of the art 3D graphics and fantastic gameplay we promise you'll find it very hard to put that phone down. Plenty of tracks and characters to choose from with a banging soundtrack.

Play 53

## SEXY POKER 2004

Play sexy strip poker whenever you want. Animated using brilliant artificial intelligence, your sensual partners take great pleasure in adding a little fantasy to your mobile. But watch out, these girls aren't easy and they all have strong personalities.

Play 10

## MEDIEVAL COMBAT

Medieval Combat offers perfect gameplay and features spectacular attacks: destroy parts of your adversary's armor in order to deliver increasingly deadly blows. The more you hit your opponent, the more you increase your magic gauge, to the point where you can unleash a devastating fury!

Play 49

## 2005 REAL FOOTBALL

2005 Real Football features realistic and extremely detailed animations (dribbling, soccer kicks etc), and captures the ambience of a real match! These features, combined with graphics based on authentic 3D models, intuitive gameplay and improved artificial intelligence, make 2005 Real Football the leader in football games.

Play 43

# TRAIN WITH THE BEST

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Watch Ian Freeman show you what fighting methods work best on the street.

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UFC Veteran

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Wing Chun Master

**ATTACK3**

**MICHAEL WONG**  
Tai Chi Combat

**ATTACK5**

**NEIL ADAMS**  
British Olympian MBE

**ATTACK4**

**DAVE O'DONNEL**  
Cage Rage Mixed Martial Arts

**DEADLY ATTACKS**

Some of the techniques shown: How to defend yourself and attack when the fight goes to the ground. Brazilian Jiu Jitsu World Champion shows you how it's all done.

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# ACTION REPLAY



▶ THE BEST CODES FOR YOUR FAVOURITE GAMES!

**CODE**  
COMPATIBILITY

Note that POWERSTATION is unable to offer technical support for the Action Replay code device and is regrettably unable to give out any new cheats for the device over the phone. If you have any queries about Action Replay codes, please contact Datel on 01785 810 826 or email [support@datel.co.uk](mailto:support@datel.co.uk)

If you want even more brilliant Action Replay codes to use on all your favourite PlayStation and PlayStation2 games, then point your browser at [www.codejunkies.com](http://www.codejunkies.com) or telephone 09064 774477 (calls cost 60p per minute, UK only).

## FIFA 06

### Master Code

W77B-MDFH-FJUGW  
7Q4D-CZ08-3TMVY  
YEU3-HFHZ-GF2R2  
22KV-FFM5-J2QG7  
EC20-H23Q-CC4CA  
YTDN-MYK8-5K8TJ  
NCYA-6DJG-PQ6V5  
8FQF-89T1-HR3Y0  
FJ89-R4CV-3GFR7  
6WX6-729M-P7MEY  
Fan Shop Upgrades  
Cost 0

526C-5K03-TMBWN  
Z1J2-KQAC-NWNNJ  
Max Career Cash

Note: To activate the code, go to your office, highlight 'Scouting', then hold **△+□+○+×** until the scouting menu appears.



### EYYB-MQB6-E0FHH

GK8H-0K80-CPMAH  
NRZA-G4MF-N3F9B  
CX5Y-2C7M-MUC8Q  
4RVR-5KBP-CCPKM  
850M-HXBK-EYZ8J  
M8FA-PXV2-7F8CP  
G71A-HVDQ-7CPQV  
Open Legendary  
Difficulty  
JTFG-R2Y8-VAVBB  
DP2U-NMW4-XVKKK  
Open SFX Menu  
Option  
4163-C7VM-WPN2G  
7NDE-CVRK-6W399  
Open Footballs Option  
1W7R-7B0D-5AMTP  
ADU3-R54B-BWA90  
Debug Info  
HPXF-A9P9-6UHK3  
TXW4-HK61-8MNV3

FRR5-BH6U-013KX  
03AH-5PBC-9K2T7  
HZHQ-ZFGW-4VWW8  
3CQ2-MX6H-YWM2G  
Disable Player Damage  
U46X-F09G-PCD3U  
Disable AI  
XWZ7-UBZ6-XNF5T  
RZD2-8VDF-AXBJY  
Toggle Route  
Marker Display  
VBCB-YFNM-Q3GB4  
G8RP-57MN-EBJ79  
Infinite Ammo (Guns)  
68Q0-YU46-TBVKY  
499Q-QRWB-NZTWG  
Infinite Grenades  
RBWT-Q32F-1PRJ3  
5VB2-GE8H-UUVXT

### FAHRENHEIT

#### Master Code

PQ4K-T96M-T5MWW  
HADD-GT4D-7HMAZ  
Infinite Lives  
0XTB-NBYX-FHYQQ  
7B9P-8RQ7-J3QVG  
5MYU-ENK6-2FWG8  
Infinite Health  
B3AW-7068-MGJ6  
VMM5-0DTC-5QYHC  
TGW6-H2PP-E3PC0  
No Stress

ZCB5-ZEQ1-1WU0A  
4V2V-HAAX-Q9T19  
ZZM8-BDRC-BWM6W  
3B49-E6H0-3NK4Y

#### Max Bonus Points

X1KZ-4A5P-HJGVH  
7B9P-8RQ7-J3QVG  
9CUN-E1AB-0TVZK  
Freeze Timer  
9242-ZPUM-C64BV  
EX9C-YYAD-4EEYZ  
Increase Timer  
CA9W-JD3T-CTBMN  
VT72-5GM6-RFPD5  
Most Chapters  
5EHX-AFV4-WHHM8  
FHK1-W90D-HUEX9

### RAINBOW SIX LOCKDOWN

#### Master Code

D66Z-TGRF-CD16F  
8367-BJEC-4UNXU  
DX3V-FTUH-J6P12  
V6F7-2VVF-DFVH2  
B4PD-9FDN-3RPKX  
PW8P-VFWM-FD86G  
A435-HC12-FMXDA  
D9T7-MKBG-E6M61  
DVJ4-W3XA-UWHU3

VCKA-DCU9-4DFP3  
7QPP-5JU8-U46MT  
15AV-J3DK-ZAEQ1  
WRXW-AJ64-GDM5G  
WZC7-Y8DQ-KWFG9  
CXVN-AKE7-RHYPD  
41JM-EMH8-6MBP6  
03AH-5PBC-9K2T7  
ECB4-TXZ6-M9V7X  
ZZ68-XDAV-00RA9  
Infinite Ammo  
C9K7-T1XW-U2APQ

3Z9Q-TUFB-RMU2Y  
Infinite Grenades  
5H79-K578-Q0BRD  
89AY-4RRT-BMJZG

### THE INCREDIBLE HULK: ULTIMATE DESTRUCTION

#### Master Code

A1HR-NN56-W97HK  
VPB6-CBGF-E32JC  
Max Smash Points  
H7RW-Q2R0-005Q4

C714-R4Q8-VG15Z  
Super Unlock Code

Note: All moves, jump points, files, art, cheats and movies are open.

CCSR-01U5-PUKJ2  
MJDD-F2EV-QVU45  
4XPU-TEQ2-7KWUHU  
FODG-AUUV-CCE9K  
1AWF-J6QW-Y3KQH  
CMCR-2EKK-KEXKN  
HMMD-G5DK-AQJ82



## BURNOUT REVENGE

### Master Code

EHA8-AT80-HKBWP  
93Z7-6A97-V8RMY  
U3QF-QND7-KQ9WY  
JUV1-73JU-TV2MF  
RBJY-HW1H-K4E53  
RNGJ-645P-2YEUK  
Y1RP-FNF8-K1VQX  
Tons Of Cars Unlocked  
KZDD-39A9-D12G0  
AAGF-ZNUP-X597C  
H52M-YU94-92MFM  
Dominator Rank  
7QNZ-F6U0-H1JV4  
9JR8-MBNC-M4Q3X  
HGTQ-EDH2-87EZU  
All Rank 1 Races  
Unlocked  
CDYX-U7BA-R545U  
ADWB-QC2U-N7QKZ  
VBFU-R3F8-2K2CV  
Tortoise Racing AI  
32QT-N05X-2QD01  
WUA2-8VMF-N41PA  
Freeze Timer

Note: Press **SELECT** + **↑** to

activate; **SELECT** + **↓** to restart the timer.

Y16Q-A3XK-AWAVE  
JUV1-73JU-TV2MF  
62AF-AQXG-QDPBE  
R7UH-W8RT-N22HH  
319W-A5AF-VBUJC  
Slow Timers  
H9X4-JNEE-6QZ0W  
D2ZQ-GQEU-PAXP0

#### Speed Codes

GN6Q-QJ0U-T1GKT  
Slow Motion (R3+**↓**)  
9GJX-T5EW-T2VWW  
91QH-DZ6W-5UHPV  
8K8K-EAZQ-Y8NMH  
Normal Speed US  
(R3+**→**)  
EX33-KT1V-UCNWZ  
UKFN-1EKQ-MM10U  
7XD0-154N-6J9KQ  
Normal Speed UK (R3+**←**)  
KWTJ-TZ05-3H1ZK  
61JJ-RNRV-9XUB5  
MKMY-N752-73417

Super Speed (R3+**↑**)  
GAF5-2K0M-8JKDA  
R407-NKAB-NB2VR

MKKZ-KR84-CXK02  
• Boost Codes  
2192-MQD6-FJHB4

Never Goes Below  
1 Quarter  
TYA6-BDT5-77T52

25WN-1DHR-HWVR0  
6PEA-RYYH-MCKFU

Max/Infinite Boost  
HFYN-JPAV-AVBC4  
HVX2-FA5C-1XH8W

3U90-CRVN-YCR1K  
TZBG-3Z49-2WGZ3  
Q916-4VBN-G7UBJ

• Start On Lap Codes  
W6HU-JAW3-C5XBF

Lap 2  
FY2P-DWTD-NNXRC  
CDHW-JQZ4-7J4M9

Lap 3  
1MBJ-YAE4-4DM8W  
VZMP-TV5A-Q928K

### MORTAL KOMBAT: SHAOLIN MONKS

#### Master Code

RW7Q-0384-9U89Q  
B8MU-ZZ8U-1TDK8  
Infinite Health

Note: You can still take environment damage when there are no enemies present.

1P8A-1AP0-Z0QDN  
RAWZ-VYKX-15V7B  
C2M2-PKW4-ERN4U

Infinite Energy  
N44Y-MA0M-N30DN  
9JBN-D1BY-EY0AF

#### XP Codes

TF51-EF98-HK8P4  
Earn XP  
For 99,999,999 XP  
CQ22-CEM4-F5ENJ  
QBQ0-09WK-WNBYC  
TTGM-VYFW-CNE39

### Buying Skills Does Not Deplete XP

JYQH-RVPT-NW2GJ  
JUC1-9A6B-CH84G

### CONFLICT: GLOBAL STORM

#### Master Code

QU8R-BPUZ-6KHTA  
6HVZ-3WXD-TCMHV  
Q2B8-PYXX-95ABE  
B29B-G556-DNW9Z  
2TVW-TRXZ-Y88KV  
YJ0F-DY66-6X89R  
VYXG-MH89-AQQ28  
95VW-MUCG-DNW9Z  
RRC6-2B88-R1BMA  
2ER4-A4KB-KA78N  
BXGU-2N23-NN1P6  
NQVK-NYCQ-5NH72  
QYY8-NB1N-GKK6M  
ONP8-5N6E-KEUWT  
G31T-H3Q6-HJPQA



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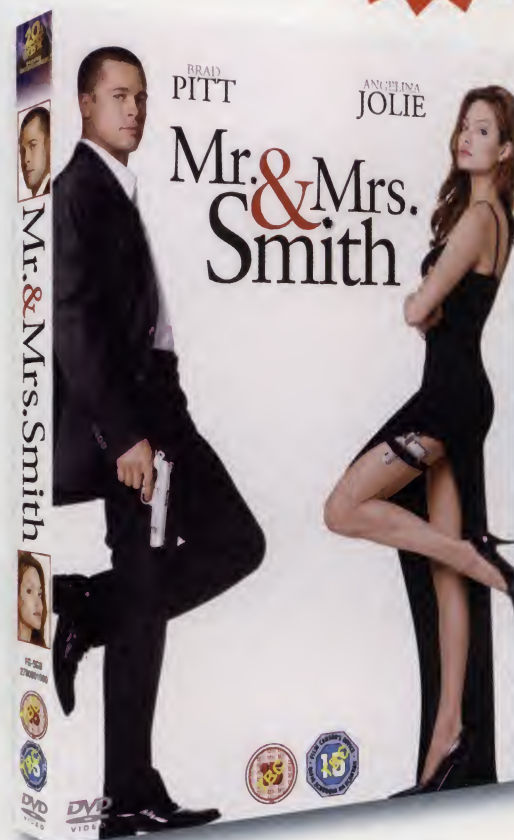


# COMPO CORNER

**MORE EXCITING PRIZES TO BE WON IN OUR GREAT COMPETITION!**

Slick action comedy *Mr & Mrs Smith* has arrived on DVD and UMD and we're giving one lucky winner the chance to win a copy plus a PSP thanks to Twentieth Century Fox Home Entertainment!

**WIN!**  
DVDs, UMDS  
& A PSP



## Mr & Mrs Smith DVD, UMDS & A PSP!

▶▶ Brad Pitt and Angelina Jolie, star together for the first time as the world's best-looking and deadliest assassins. The problem is that neither knows what the other does for a living.

Their marriage is on the rocks until they are unknowingly assigned to the same target by competing agencies...

*Mr & Mrs Smith* is out to buy and rent on DVD and video, and to buy on UMD from 25

November 2005 from Twentieth Century Fox Home Entertainment. For one lucky winner, we have a copy on UMD and a PSP to play it on, plus the soundtrack on CD. There are also DVDs or UMDS and soundtracks for ten runners-up (please state your preference).

All you need to do to be in with a chance of winning these great prizes is answer the simple question:

**WHICH OF THESE VIDEOGAME CHARACTERS DID ANGELINA JOLIE PLAY?**

- A SAM FISHER
- B CRASH BANDICOOT
- C SONIC THE HEDGEHOG
- D LARA CROFT

**CLOSING DATE: 21/12/2005**

### TO ENTER

To enter this competition, put your answer along with your name, address, date of birth and DVD/UMD preference on a postcard and send it to:

**Mr & Mrs Smith Competition, PowerStation Magazine, Highbury Entertainment Ltd, Paragon House, St Peters Road, Bournemouth, Dorset, BH1 2JS**

visit: [www.fox.co.uk](http://www.fox.co.uk)

▶▶ **TERMS AND CONDITIONS:** Only persons of 15 years and over may enter *Mr & Mrs Smith* competition. Other competitions are open to persons of any age. The closing date for the competition is **21 December 2005**. The Editor's decision is final. No correspondence will be entered into. Employees of Highbury Entertainment Ltd or its sponsors may not enter. The winners will be notified in writing. The sponsors reserve the right to supply prizes of equivalent value rather than those illustrated. No cash alternatives.

\*Note: due to the certificates of the DVD/UMD movies or games, only persons over the age stated in the competition may enter.



# DATA BURST

» SECRETS » CHEATS » CODES » PASSWORDS » TIPS

Keep up to date with the biggest database of cheats and secrets in existence! Every bona fide PAL PS2 and PSP code can be found right here!

## 0-9

### 007 AGENT UNDER FIRE

#### 007 BONUSES

Before you can collect these, not only do you have to get a Gold medal on the level but you also have to play it on 00 Agent difficulty to make them appear. Obtaining all the 007 Bonuses and achieving the target score gives you a Platinum medal.

#### MEDAL REWARDS

Earning a Gold or Platinum medal on each level will net you the following rewards.

#### Level 1:

<b>Gold</b>	<b>Platinum</b>
Golden Gun	MP Map: Rocket Manor

#### Level 2:

<b>Gold</b>	<b>Platinum</b>
Golden CH-6	MP Game Mode: Golden Gun

#### Level 3:

<b>Gold</b>	<b>Platinum</b>
Unlimited Missiles	MP Model: Stealth Bond

#### Level 4:

<b>Gold</b>	<b>Platinum</b>
Golden Accuracy	MP Power-Up: Gravity Boots

#### Level 5:

<b>Gold</b>	<b>Platinum</b>
Golden Clip	MP Model: Guard

#### Level 6:

<b>Gold</b>	<b>Platinum</b>
Golden Grenades	MP Weapon: Viper

#### Level 7:

<b>Gold</b>	<b>Platinum</b>
Lotus Esprit	MP Model: Alpine Guard

#### Level 8:

<b>Gold</b>	<b>Platinum</b>
Rapid Fire	MP Weapon: Calypso

#### Level 9:

<b>Gold</b>	<b>Platinum</b>
Golden Armour	MP Weapon: Full Arsenal

#### Level 10:

<b>Gold</b>	<b>Platinum</b>
Golden Bullets	MP Model: Cyclops Oil Guard

#### Level 11:

<b>Gold</b>	<b>Platinum</b>
Regenerative Armour	MP Model: Poseidon Guard

#### Level 12:

<b>Gold</b>	<b>Platinum</b>
Unlimited Ammo	MP Model: Carrier Guard

### 007: EVERYTHING OR NOTHING

#### UNLOCKABLES

1 Gold	Production stills 1
2 Golds	Production stills 2
3 Golds	Production stills 3
4 Golds	Production stills 4
5 Golds	Production stills 5
6 Golds	Helicopter weapon upgrade
7 Golds	Production stills 6
8 Golds	Serena
9 Golds	Production stills 7
10 Golds	Tank weapon upgrade
11 Golds	Underworld level
12 Golds	Cayenne weapon upgrade
13 Golds	Production stills 8
14 Golds	Mya
15 Golds	Vanquish weapon upgrade
16 Golds	Production stills 9
17 Golds	Miss Nagai
18 Golds	Production stills 10
19 Golds	Production stills 11
20 Golds	Katya
21 Gold	Triumph weapon upgrade
22 Golds	Production stills 12
23 Golds	Production stills 13
24 Golds	Nanotank weapon upgrade
25 Golds	Production stills 14
27 Golds	Gallery

## 1 Platinum

3 Platitudes	Improved traction
5 Platitudes	Improved battery
7 Platitudes	Double ammo
11 Platitudes	Double damage
13 Platitudes	Full ammo
15 Platitudes	Cloak
17 Platitudes	Full battery
19 Platitudes	All weapons
23 Platitudes	Unlimited battery
25 Platitudes	Unlimited ammo
27 Platitudes	Platinum gun

### 007 NIGHTFIRE

#### CHEAT CODES

Enter codes in the secret options menu.

#### Single-Player Codes:

Faster laser	PHOTON
Bigger clip	MAGAZINE
All gadgets	Q LAB
Golden gun	TARGET
Camera upgrade	SHUTTER
Decryptor upgrade	SESAME
Grapple upgrade	LIFTOFF
Rifle scope upgrade	SCOPE
Stunner upgrade	ZAP

#### Multiplayer Codes:

Unlock all multiplayer scenarios	GAMEROOM
Destruction mode	TNT
Assassination mode	SCOPE
Unlock Drake suit	NUMBER 1
Explosive scenery	BOOM
Unlock GoldenEye strike	ORBIT
Protection mode	GUARDIAN
Team king of the hill	TEAMWORK
Uplink mode	TRANSMIT
Update tranquilliser	SLEEPY

#### Multiplayer Character Codes:

Unlock everyone	PARTY
Oddjob	BOWLER
Xenia	JANUS
Christmas Jones	NUCLEAR
Baron Samedi	VOODOO
Bond Tux	BLACKTIE
Goldfinger	MIDAS
Jaws	DENTAL
Scaramanga	ASSASSIN
Bond spacesuit	ZERO G
Elektra King	SLICK
Max Zorin	BLIMP
Mayday	BADGIRL
Nick Nack	BITESIZE
Pussy Galore	CIRCUS
Renard	HEADCASE
Wai Lin	MARTIAL

#### Level Codes:

Level select	PASSPORT
Island infiltration	PARADISE
Equinox	VACUUM
Alpine escape	POWDER
Chain reaction	MELTDOWN
Countdown	BLASTOFF

### 18 WHEELER

#### EXTRA LEVEL

Complete each of the four parking levels to unlock an additional parking level. Complete the bonus parking level to unlock a sixth parking level.

### 2002 FIFA WORLD CUP

#### SECRETS

Win the World Cup as a European team to unlock an All-European star team in friendly mode. The same goes with teams from every continent and once you have unlocked them all, you get a World Star team!

### 4X4 EVOLUTION

#### CHEAT CODES

Pause the game to enter these codes.

All Trucks:	01, 02, 03, 04, 05, 06, 07, 08, 09, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100
\$25,000:	01, 02, 03, 04, 05, 06, 07, 08, 09, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100
Slower Game:	01, 02, 03, 04, 05, 06, 07, 08, 09, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100
Faster Game:	01, 02, 03, 04, 05, 06, 07, 08, 09, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100
Normal Speed:	01, 02, 03, 04, 05, 06, 07, 08, 09, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100

## 7 BLADES

#### EXTRA CHARACTERS & LEVEL SELECT

Complete the game and save. When you load in future, you'll be able to choose which level to play. Also, before selecting the level you can change your character with the **01** and **02** buttons.

## A

### ACE COMBAT 4: DISTANT THUNDER

#### EXTRA OPTIONS

Complete the game and load your save file, before going to the main menu to access several new game modes.

#### EXPERT MODE

Complete the game on Hard.

#### ACE MODE

Complete the game on Expert.

### AGGRESSIVE INLINE

#### CHEAT CODES

All these are entered on the Cheat screen.

#### Unlock All Levels & Park Editor Pieces:

01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

#### Unlock All Characters:

01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

#### Unlock All Keys: SKELETON

01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

#### Juice Meter Never Runs Out: KHUFU

01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

#### Juice Regeneration:

01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

#### Super Spin:

01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

#### Perfect Manuals: QUEZDONTSLEEP

01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

#### Perfect Handplants: JUSTIN BAILEY

01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

#### Perfect Grinds: BIGUPYASELF

01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

#### Low Gravity Wall Rides:

01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

#### UNLOCKABLE FEATURES

Cinematics: Complete all the normal challenges in a level to unlock its FMV sequence

Cheat Codes: Collect all the Juice Boxes on a level to reveal a cheat code.

Power Skates: Complete all challenges on every level.

Ultra Skates: Complete all the levels with 100%.

#### BONUS CHARACTERS

Complete all challenges on a level to unlock its bonus character...

#### Movie Lot:

Civic Centre: The Bride

Industrial: Goddess

Boardwalk: Junkie

Cannery: Captain

Airfield: Diver

Museum: Bombshell

Mummy

### AIRBLADE

#### STUNT ATTACK

Complete Story mode to unlock this mode.

#### UNLOCK NAOMI

Get a Grade B on the Downtown Level.

#### UNLOCK THE INSIDER

Get a Grade B on the Storage Level.

#### UNLOCK OSCAR

Get a Grade A on all levels.

#### UNLOCK JJ SAWYER

Get a Grade S on all levels.

#### ETHAN'S COSTUME C

Complete all levels in Stunt Attack mode.

#### KAT'S COSTUME C

Get a High Score on all levels in Score Attack.

### ALIEN HOMINID

#### UNLOCKABLE HATS

To unlock these hats, enter the following names as the player name:



# HOW TO ENTER CHEAT CODES

Here's a brief guide to enter the codes printed here...

## Directions:

↑, ↓, ←, →, ↵, ⏏  
These little arrows indicate which direction to move the digital d-pad.  
Eg ↑ = up, ↓ = down + right.

## Commas:

Buttons or directions separated by commas should be tapped ONE AFTER ANOTHER. Eg ⏏, ⏏, ⏏ = tap ⏏, then press ⏏.

## Plus Symbols:

When buttons/directions have a plus symbol between them you should press them TOGETHER. Eg ⏏ + ⏏ = ⏏ + ⏏ = press ⏏ and ⏏ and ⏏ and ⏏ and Up (on the d-pad) all TOGETHER.

## Holding Buttons:

Sometimes buttons need to be held down, often while entering the second part of a cheat code.  
Eg hold ⏏ + ⏏ and press ⏏, ⏏ means 'keeping ⏏ and ⏏ held down, press ⏏, then ⏏, then ⏏'.

## Where To Enter Them:

It's vital that you enter the cheat codes on the correct screen, otherwise they almost certainly won't work. Some need to be entered on a certain game menu, on the pause screen, or even during play (for example, during *Grand Theft Auto III*). Please check that you are entering the cheats in the correct place.

## Quick & Accurate Entry:

Please note that many cheat codes require quick entry to work. It will usually say this by the code in the magazine but if it doesn't and you can't get the cheat to work, try entering it quickly - within a couple of seconds for many codes. Also, please note that incorrectly entering a code sequence will inevitably stop it from working.

## Import Games:

Virtually all the codes here are meant for the European PAL versions of PlayStation games. Please note that while many PAL cheats may also work on import versions (and vice versa), unfortunately, we cannot guarantee that they will.

# NOW OVER 6,000 TIPS!

## NEW CHEATS KEY GUIDE:

**PS2 CHEATS** **PSP CHEATS**  
NEW CHEATS IN BLUE ■ NEW CHEATS IN ORANGE

### BALDUR'S GATE: DARK ALLIANCE 2

#### REACH LEVEL 10 & EXTRA MONEY

Hold down ⏏, ⏏, ⏏, ⏏, ⏏ and ⏏, then press ⏏.

#### LEVEL WARP

Hold down ⏏, ⏏, ⏏, ⏏, ⏏ and ⏏, then press ⏏.

### BARBARIAN

#### NEW COSTUME

Each character has a separate costume that you can use in any game mode. Simply press ⏏ when the character is selected to switch outfits.

#### BONUS CONTROL

The game loading screen displays a skull and the word 'loading'. You can move the skull around the screen using the left analogue stick and move the text by using the right analogue stick.

### THE BARD'S TALE

#### CHEATS

Hold ⏏ + ⏏ during gameplay and enter the following codes for the desired effect. A message should confirm correct entry. Input the codes again to turn the cheats off.

10,000 silver pieces and 100 addressstones

↵x2, ↵x2, ⏏, ↵, ↵, ↵

Can't be struck

↵, ↵, ↵, ↵, ↵, ↵, ↵

Can't be hurt

↵, ↵, ↵, ↵, ↵, ↵, ↵

Damage x100

↵, ↵, ↵, ↵, ↵, ↵, ↵

Full health

↵x2, ↵x2, ↵, ↵, ↵, ↵

Unlock levels

↵x2, ↵x2, ↵, ↵, ↵, ↵

(Note: you need to enter the Unlock Levels cheat before the debug one will work).

Debug menu

Hold ⏏ + ⏏

### BATMAN: VENGEANCE

#### CHEAT CODES

Enter the following codes at the main menu to hear a whoosh sound.

#### Cheats Menu:

⏏, ⏏, ⏏, ⏏, ⏏x2, ⏏x2

Note: Pause during play, select Power Moves (press ⏏), then press ↵ to reach Cheats menu.

#### All Power Moves & 120 Achievement PTS:

⏏x2, ⏏x2, ⏏, ⏏, ⏏, ⏏

#### Infinite Handcuffs:

⏏, ⏏, ⏏, ⏏, ⏏x2, ⏏

#### Infinite Batlauncher:

⏏, ⏏, ⏏, ⏏, ⏏, ⏏, ⏏

#### Infinite Batarangs & Electric

Batarangs: ⏏, ⏏, ⏏

### BATTLE ENGINE AQUILA

#### CHEAT CODES

Enter these as case-sensitive names when starting a game. To use more than one cheat, enter them at the same time

#### Level Select

IEVAH!

#### Invincibility

B4K42

#### All Goodies

105770Y2

### BATTLESTAR GALACTICA

#### UNLOCKABLE IMAGES

Enter the following codes on the extras menu.

#### Code Unlockable Images 1

↵x4, ↵x4

#### Code Unlockable Images 2

↵x3, ↵x3, ↵, ↵

#### Code Unlockable Images 3

↵x4, ↵x2, ↵x2

#### Code Unlockable Images 4

↵, ↵, ↵x2, ↵, ↵, ↵

#### Code Unlockable Images 5

↵x2, ↵x2, ↵, ↵, ↵, ↵

#### Code Unlockable Images 6

↵, ↵, ↵, ↵, ↵, ↵, ↵

#### Code Unlockable Images 7

↵x2, ↵x2, ↵x2, ↵x2

### BIG MUTHA TRUCKERS

#### CHEAT CODES

Enter these codes in the options menu.

Automatic sat nav: **USETHEFORCE**

Diplomatic immunity: **VICTORS**

Disable damage: **6WL**

Evil truck: **VARLEY**

Hyperfast trucks: **GINGERBEER**

Small people: **DAISHI**

Unlimited time: **PUBLICTRANSPORT**

All Cheats:

**CHEATINGMUTHATRUCKER**

\$10 Million: **LOTSAMONEY**

All Missions: **LAZYPLAYER**

#### UNLOCK EVIL TRUCK

Complete 60-day trial and win the race to BMT HQ.

### BLACK & BRUISED

#### CHEAT CODES

Enter these codes in the Cheats section of the Setup menu.

#### Intercontinental mode unlocked

⏏x2, ⏏x3, ⏏x3, ⏏x3, ⏏x2

#### Second skin unlocked

⏏x2, ⏏, ⏏, ⏏, ⏏, ⏏, ⏏x2

#### All boxers are unlocked

⏏x2, ⏏, ⏏, ⏏x2, ⏏x2, ⏏, ⏏, ⏏, ⏏x2

#### Scrap yard scene unlocked

⏏x2, ⏏, ⏏, ⏏, ⏏, ⏏, ⏏, ⏏, ⏏x2

#### Conversation mode unlocked

⏏x2, ⏏, ⏏, ⏏, ⏏, ⏏x3, ⏏x2

#### Invulnerability for boxer 1

⏏x2, ⏏x2, ⏏x2, ⏏x2, ⏏x2, ⏏x2

#### All boxer's life unlocked

⏏x2, ⏏, ⏏, ⏏, ⏏, ⏏, ⏏, ⏏, ⏏x2

#### Double Speed Active

⏏x2, ⏏x10, ⏏x2

#### Constant power-up for boxer 1

⏏x2, ⏏, ⏏, ⏏, ⏏, ⏏, ⏏, ⏏x3, ⏏x2

### BLADE 2

#### MAIN MENU CODES

At the main menu, hold ⏏ to input the following codes.

#### Unlock Missions:

↵, ↵, ↵x2, ⏏, ↵, ↵, ⏏

#### Unlock Weapons:

⏏, ⏏, ↵, ↵, ↵x2, ⏏

#### Unlock Dailies:

↵, ↵, ↵, ↵, ↵, ⏏

#### PAUSE CODES

Pause the game and hold ⏏ to input the following codes.

#### Infinite Health

⏏, ⏏, ⏏, ⏏, ⏏, ⏏, ⏏

#### Infinite Rage

↵, ↵, ↵, ↵, ↵, ↵, ↵

#### Infinite Ammo

↵, ↵, ↵, ↵, ↵, ↵, ↵

#### Friends invulnerable

⏏, ⏏, ⏏, ⏏, ⏏, ⏏, ⏏

### BLOOD OMEN 2: LEGACY OF KAIN

#### SOUL REAVER

On the main menu enter ⏏, ⏏, ⏏, ⏏, ⏏. Now start a new game and Kain will have his Soul Reaper sword. You won't be able to collect any other weapons as this sword is unbreakable.

### BLOODRAYNE

#### CHEAT CODES

Enter codes in the cheat menu, then you can turn them on and off in the pause menu.

#### God mode

TRI, ASSASSIN, DONT, DIE

#### Restore health

LAME, YANKEE, DONT, FEED

#### Fill Bloodstain

ANGRY, XXX, INSANE, HOOKER

#### Time factor

NAKED, NASTY, DISHWASHER, DANCE

#### Level select

ON, THE, LEVEL

#### Secret Louisiana level

BRIMSTONE, IN, THE, BAYOU

#### Enemy freeze

DONT, FART, ON, OSCAR

#### Show weapons

SHOW, ME, MY, WEAPONS

Gratuitous dismemberment

INSANE, GIBS, MODE, GOOD

#### Juggy

JUGGY, DANCE, SQUAD

#### Secret messages

ACTIVE

ACTIVE, ACTIVE, ACTIVE, ACTIVE

ADAM, LAID, EVE

ALBATROSS

ANGRY, INSANE, DUCK

COOL, IGLOO, FOR, ME

COOL, MAJESCO

COOL, TRI

DANCE, JUGGY, DANCE

DANCE, THE, TANGO

DASTARDLY, FART, QUEEN

DELTA, FOXTROT, ECHO, TANGO

DIE, FART, DIE

DIE, MAJESCO

DIE, TRI

DOG, EAT, DOG

DONT, CHEAT

DONT, DIE

EAT, DUCK

EAT, HOOKER

EAT, ME

EAT, THIS, PURPLE, BANANA

EAT, YOUR, NASTY, FART

FART, GOOD

FEED, ON, ME

FEED, ROMEO, THE, DOG

FOXTROT, UNIFORM, CHARLEY, KILO

GOD, HELP, ME

GOD, IS, GOOD

GOD, MODE

GOOD, GOD, HELP, ME

HIDE, THE, GIBS

HIDE, THE, HOOKER

HOOKER, STAIN

I, AM, ADAM

I, AM, ANGRY

I, AM, ASSASSIN

I, AM, GOD

I, AM, INSANE

I, AM, JIMMY

I, AM, MAJESCO

I, AM, NAKED

I, AM, TRI

I, CAN, DIE

I, CHEAT

I, EAT, SPAM

I, HIDE, SPAM

I, HUNT, FOR, SPAM

I, LAID, MY, DISHWASHER

I, LAID, MY, MONKEY

INSANE, LAMA, UVULA, ENIGMA

IS, JIMMY, INSANE

ISOLATE, TAINTED, LAMA

I, WAS, MAJESCO

I, WAS, TRI

I, WORK, FOR, MAJESCO

I, WORK, FOR, TRI

JIMMY, RULES

JUGGY, SHOW, IS, KILLER

MAN, SHOW

MY, DOG, IS, PSYCHIC

MY, HOOKER, UNIFORM

MY, KILO, IS, LATE

MY, JIMMY, IS, UP

MY, LAZY, BANANA

MY, NASTY, NAKED, MONKEY

MY, UVULA, IS, PURPLE

NAKED, HOOKER

NAKED, MONSTER

NAKED, NASTY, MAN

NAKED, NASTY, MONSTER

NASTY, SATAN, EAT, HOOKER

NO, CHEAT, ACTIVE

PASS, JIMMY, THE, JOINT

#### PICK, MY, MONKEY

PICK, UP, HOOKER

PSYCHIC, ASSASSIN

QUEBEC, IS, COOL

RAID

REALITY, IS, TERMINAL

REALITY, IS, THE, CONUNDRUM

SATAN, CAN, DANCE

SATAN, RULES

SATAN, TOLD, THIS, JOKE

SCARLET, CRANE

SHOW, ME, YOUR, MONKEY

SHOW, ME, YOUR, NASTY

SHOW, MY, NAKED, MONSTER

SPAM, SPAM, SPAM, SPAM

STAIN, MY, UNIFORM

TAKE, MY, WEAPONS

TERMINAL, REALITY, IS, COOL

TERMINAL, REALITY, IS, LAME

TERMINAL, REALITY, RULES

TERMINAL, STAIN

TERMINAL, VELOCITY

THE, HOOKER, IS, ANGRY

THE, MATRIX

THIS, IS, REALITY

UVULA

WEAPONS, ON

WHISKEY, ALPHA, DELTA, FOXTROT

WHISKEY, IS, MY, GOD

XXX

YANK, MY, ALPHA, BANANA

YOUR, FART, IS, DASTARDLY

YOUR, GOD, IS, COOL







## TUNES CHEATS

Enter these codes in the Cheat menu in the Extras area to unlock all the tunes.

<b>LOYALTY</b>	After Hours by Nyne
<b>MILITANT</b>	Anything Goes by C-N-N
<b>BIGBOI</b>	Bust by Outkast
<b>CHOPPER</b>	Blindside by Baxter
<b>CHOCOCITY</b>	COMP by Comp
<b>AKIRA</b>	Dragon House by Chiang
<b>PLATINUMB</b>	Get It Now by Bless
<b>GHOSTSHELL</b>	Koto by Chiang
<b>GONBETRUBL</b>	Lil' Bro by Ric-A-Che
<b>KIRKJONES</b>	Man Up by Sticky Fingaz
<b>RESPECT</b>	Move! by Public Enemy
<b>POWER OG</b>	Original Gangster by Ice-T
<b>ULTRAMAG</b>	Poppa Large by Ultramagnetic MCs
<b>SIEZE</b>	Seize The Day by Bless
<b>CARTAGENA</b>	Take A Look At My Life by Fat Joe
<b>PUMP</b>	Walk With Me by Joe Budden

## UNLOCKABLE FIGHTERS

<b>Trick</b>	Defeat Trick
<b>Bo</b>	Defeat Bo
<b>Omar Epps (OE)</b>	Defeat Omar Epps
<b>Skull</b>	Defeat Skull
<b>Cindy J</b>	Choose as girlfriend and defeat Nyne
<b>Kimora</b>	Choose as girlfriend and defeat Nyne
<b>Lil' Kim</b>	Choose as girlfriend and defeat Nyne
<b>Shawna</b>	Choose as girlfriend and defeat Nyne
<b>Shaniqua</b>	Lose girlfriend battle to Nyne
<b>Cruz</b>	Defeat Cruz
<b>Trejo</b>	Defeat Trejo
<b>Ice-T</b>	Defeat Ice-T
<b>Elephant Man</b>	Defeat Elephant Man
<b>Carmen Electra</b>	Defeat current girlfriend
<b>Solo</b>	Defeat Solo
<b>Sean Paul</b>	Defeat Sean Paul
<b>Chiang</b>	Defeat Chiang
<b>Masa</b>	Defeat Masa
<b>Crack</b>	Defeat Crack
<b>Dan G</b>	Defeat Dan G
<b>Crazy Legs</b>	Defeat Crazy Legs
<b>Bless</b>	Defeat Bless
<b>Rome</b>	Defeat Rome
<b>Slick Rick</b>	Defeat Slick Rick
<b>Lil' Flip</b>	Defeat Lil' Flip
<b>Baby Chris</b>	Defeat Baby Chris
<b>Fam-Lay</b>	Defeat Fam-Lay
<b>Bonecrusher</b>	Defeat Bonecrusher
<b>WC</b>	Defeat WC
<b>Warren G</b>	Defeat Warren G
<b>Mack 10</b>	Defeat Mack 10
<b>Manny</b>	Win free for all tournament
<b>Bubba Sparxxx</b>	Defeat Bubba Sparxxx
<b>Prodigy</b>	Defeat Prodigy
<b>Comp</b>	Defeat Comp
<b>House</b>	Defeat House
<b>Freeway</b>	Defeat Freeway
<b>Memphis Bleek</b>	Defeat Memphis Bleek
<b>Erick Sermon</b>	Defeat Erick Sermon
<b>Pockets</b>	Defeat Pockets
<b>Joe Budden</b>	Defeat Joe Budden
<b>Scarface</b>	Defeat Scarface
<b>Ghostface Killah</b>	Defeat Ghostface Killah

<b>Capone</b>	Defeat Capone
<b>Ludacris</b>	Defeat Ludacris
<b>Flava Flav</b>	Defeat Flava Flav
<b>Teck</b>	Defeat Teck
<b>Sticky Fingaz</b>	Defeat Sticky Fingaz
<b>Crow</b>	Defeat Crow

## UNLOCKABLE SONGS

<b>Original Gangster</b>	Defeat Ice-T
<b>Anything Goes</b>	Defeat Sean Paul
<b>Koto</b>	Defeat Chiang
<b>Dragon House</b>	Defeat Masa
<b>Take A Look At My Life</b>	Defeat Trejo at 125 St Station
<b>Blindside</b>	Defeat Trejo at 125 St Station
<b>Seize The Day</b>	Defeat Bless
<b>Get It Now</b>	Defeat Bless
<b>Poppa Large</b>	Defeat Slick Rick
<b>Bust</b>	Defeat Lil' Flip
<b>Comp</b>	Defeat Comp
<b>Move!</b>	Defeat Flava Flav
<b>Walk With Me</b>	Defeat Crow
<b>Man Up</b>	Defeat Sticky Fingaz
<b>After Hours</b>	Defeat Crow
<b>Lil' Bro</b>	Defeat Magic at Gun Hill Garage

## DESTROY ALL HUMANS!

### CHEATS

Pause the game during play and hold **△**, then enter the following codes and release **△**. A message should confirm correct entry.

**Ammo-A-Plenty**

<b>←, △, →, △, △</b>	<b>Aware Like A Fox</b> (maximum alert meter)
<b>→, △, →, △, →, △</b>	<b>Bulletproof Crypto</b>
<b>△, △, ←x2, △, △</b>	<b>Deep Thinker</b> (unlimited concentration)
<b>△, △, △, →, △, △</b>	<b>Nobody Loves You</b> (reset alert meter)
<b>△, →, △, △, △, →</b>	Enter the following codes while holding <b>△</b> on the mothership:
<b>Mmm, Brains!</b> (increase DNA)	<b>△x2, △x2, ←, →, ←, →, △, △</b>
<b>Unlock Fox Upgrades</b>	<b>△, △, ←x2, △, △</b>

## DEUS EX

### SUPER CHEAT

Press **△** during gameplay, then press **△, △, △**, and hit **△x3**. You can then access God mode, full health, ammo, energy, mods, skills and more.

## DEVIL MAY CRY

### HARD MODE

Complete the game once.

### LEGENDARY DARK NIGHT MODE

Complete Hard mode.

### DANTE MUST DIE MODE

Complete Legendary Dark Night mode.

### SUPER DANTE MODE

Complete Dante Must Die mode.

Note: In this mode, you can transform into a devil and use magic indefinitely.

### ALL-STAR GROUP PHOTO

Complete the game with an S rank on all missions.

## DEVIL MAY CRY 2

### CHEAT CODES

Use these codes to unlock the secret costumes after playing only one level. To enter the code, play through the first level with each character, then reset the machine and enter the following code on the press start screen. A sound will confirm correct entry.

**Dante:** L3, R3, **△, △, △, △, L3, R3**

**Lucia:** L3, R3, **△, △, △, △, L3, R3**

## DEVIL MAY CRY 3: DANTE'S AWAKENING

### CHEAT

At the Start menu hold down **△+△+△** then rotate the left analogue stick until a voice says 'Devil May Cry'. This will unlock all modes, costumes and the gallery.

### UNLOCKABLES

**Alternate ending** Kill 100 enemies during credits.

**Easy mode** Die three times in Normal mode.

**Devil May Cry 1 costume** Complete game on Normal mode.

**Devil May Cry 1 costume without jacket** Complete game on Hard mode.

**Dante Must Die mode** Complete game on Hard mode.

**Gallery unlocked** Complete game on Easy or Normal mode.

**Hard mode** Complete game on Normal mode.

**Heaven Or Hell mode** Complete game on Dante Must Die mode.

**Legendary dark knight costume** Complete game on Hard mode.

**Remaining gallery items unlocked** Complete game on Hard mode.

**Super Dante costume** Complete game on Hard mode.

**Topless costume** Complete game on Easy or Normal mode.

## DISNEY EXTREME SKATE ADVENTURE

### CHEAT CODES

Enter these cheats on the cheat menu.

All Skaters **friendsofob**

All Levels **extremepassport**

Max Special Meter **supercharger**

Create-A-Skater Items **sweetthreads**

Lion King Music Video **savannah**

Toy Story Music Video **marin**

Tarzan Music Video **nugget**

## DISNEY GOLF

### UNLOCK DAISY

Defeat in Challenge mode Beginner Class.

### UNLOCK EXPERT CLASS

Win three matches at Beginner Class.

### UNLOCK PETE

Defeat in Long Drive Challenge Expert Class.

### UNLOCK DRAKE

Defeat in Nearest the Pin Challenge Expert Class.

### UNLOCK MAX

Defeat in Combination Play Expert Class.

### UNLOCK EUROPEAN COURSE

Defeat Mortimer Skins Match Expert Class.

### UNLOCK MICKEY CUP

Win three matches at Expert Class.

### UNLOCK MIDAIR MATCH

Win Mickey Cup.

### UNLOCK SKY COURSE

Defeat Mortimer in Midair Match.

## DOWNHILL DOMINATION

### CHEAT CODES

Enter these codes during gameplay but make sure you do the 'Codes Unlocked' one first, otherwise the rest will not work. The name of the cheat will flash on the screen if you've entered it correctly.

**Codes unlocked**

**Adrenalin boost** **↓, △, ↓, △, ←, △, →, △**

**Always stoked** **↓, △, △, ←, △**

**Anti gravity** **↓, △, △, △, ↑**

**Combat free** **←, △, ←, △, ←, △**

**Combat upgrade** **↑, ↓, ←, △, ←, △**

**Extra smack time** **←, △, ↓, ↓**

**Energy restore** **↓, △, →, △, ←, △**

**Infinite bottles** **↑, △, ←, △, △**

**Mega flip** **→, ↑, ↑, ↑, →, △**

**More cash** **→, ↑, ↑, △, △, △**

**Speed freak** **↓, △, →, △, →, △**

**Stoke trick meter** **↓, △, ←, △, →, △**

**Super bounce** **←, △, △, ↑, △**

**Super bunny hop** **↑, △, ←, △, ↑, △**

**Upgrade to bottle** **↑, △, ←, △, →, △**

## DRAGONBALL Z BUDOKAI 2

### SKILLS CHEAT

Enter the skills shop and press the **△** button to leave, then hold **△** and press **△** again to return to the Skills menu. The skill level open should raise by one percent each time you do this until you reach the maximum.

## DRAKAN

### CHEAT CODES

During play, press and hold **△+△+△**, in order, then enter the following codes:

**Extra Cash** **△, △, →, ←, △, △, ↑**

**Full Health & Mana** **△, ↓, △, ←, △, →, △, ↑**

**Invincibility** **△, △, △, →, △, ←, △**

**Increase Character Level** **△, △, △, →, ↓, △, ↑**

**Increase Spell Level** **↑, ↓, ←, →, △, ↓, ↑**

## DRIVEN

### SECRETS

**Euro Champs:** Complete to unlock the US Champs competition, as well as Team Sabio in the driver select screen.

**U.S. Champs:** Finish this to open up the World Champs mode and to let you race as Team Spirit.

**World Champs:** Faust Team Racing will be selectable if you win this championship. You'll also unlock the Blocking Challenge back at the Arcade mode menu screen.

**Blocking Challenge:** There's just one bonus to be unlocked here: Memo Moreno.

**Story Mode:** Finish this normally and you'll be given access to the best car in the game: Jimmy Bly's prototype. If you manage to get all golds, you'll also get Joe Tanto's vintage Indy Car.

**Multipayer:** Complete World Champs mode in both single and multipayer to gain access to the final two drivers in the game: Lia Lopez and Aziz Meshia.

**Unlock Story Mode Missions** Go to the main menu and press **↓, ←, ↑, →, ↑, △, ←** to open up all the missions in Story mode. You'll hear the sound of a car revving up when you enter the code successfully.

### CHEAT CODES

Enter the following codes with the D-pad on the main menu screen to a car revving.

**All Cars:** **↑, ↓, →x2, ←, ↑, ↓, ↓**

**All Tracks:** **↑x2, ←, ↓, ←x2, ↑x2, ↑**

### Arcade Championships:

**→, ←, ↑, →x2, ←x2**

### Multipayer Championships:

**←, ↓, ←, ↑, →, ↑, ↓, ↓**

## DRIV3R

### CHEAT CODES

Entering these codes on the main menu will only unlock them; they will then need to be turned on in the Cheats menu. Note that the Invincibility cheat will not work in Undercover mode.

### All Weapons

**△, △, △, △, △, △, △, △**

### Unlock All Missions

**△, △, △, △, △x2, △**

### Unlock All Vehicles

**△x2, △, △, △, △, △**

### Invincibility

**△x2, △, △, △, △x2**

### Unlimited Ammo

**△, △, △, △, △, △, △**

### Immunity (cops don't chase you)

**△x2, △, △, △, △**

## DR MUTO

### CHEAT CODES

Enter on the Cheats menu

**Go Anywhere:** BEAMMEUP

**See the Movies:** HOTTICKET

**Every Gadget:** TINKERTOY

**Every Morph:** EUREKA

**Never Take Damage:** CHEATERBOY

**Death Cannot Touch You (But Don't Fall):** NECROSCI

**Secret Morphs:** LOGGLOGG

**Super Ending:** BUZZOFF

## DROPSHIP

### SECRET MISSIONS

Enter 'Classified Files' from the main menu, then select 'Unlock' and input one of the following codes to play a secret mission.

### KREUZLER

Fly against large numbers of opponents.

### SHEARER

Race against the dock in this jump-filled checkpoint race.

### UBERDOOPER

A massive tank battle!

### OTHER CHEATS

Enter these codes in the Classified Files menu...

**All Levels:** KINGSLEY

**God Mode:** TEAMBUDDIES

**Infinite Ammunition:** BLASTRADUIS

## THE DUKES OF HAZARD: RETURN OF THE GENERAL LEE

### UNLOCK MULTIPAYER MODES

**Demolition Derby mode:** Complete Painting It Orange mission.

**Head To Head mode** Complete Volatile Situation mission.

**Hot Pursuit mode** Complete Stock Car Race mission.

**UNLOCK CAR ACCESSORIES** Moonshine boost turbo

Complete General Confusion mission.

**New carburettor** Complete Painting It Orange mission.

**New transmission** Complete Stash Under Jesse mission.

**Off-road tyres** Complete Pick Up The Pick-up mission.

### UNLOCK HIDDEN CARS

**General Lee** Complete Picnic Persuasion mission.

**Turbo General Lee** Complete Runaway Daisy mission.

**Sheriff's car** Complete Stock Car Race mission.

**Police car** Complete Picnic Persuasion mission.

**Double zero** Complete Derby Race mission.

**Limousine** Complete Painting It Orange mission.

**Pickup truck** Complete Still Running mission.

**Road runner** Complete Daisy's Directions mission.

**Black car** Complete Stock Car Race mission.

**Tow truck** Complete Stock Car Race mission.

**UNLOCK EXTRAS** Racetrack hot laps

Complete Stock Car Race mission.

**Making Of Movie** Achieve five star rating on six stunt jumps.

## DYNASTY WARRIORS 2











### Ghost town

(no pedestrians and little traffic)

0, ↓, ↑, 0, ↓, 0, 0, 0, ←

Only gangs and workers

walk the streets

←, → x3, 0, 0, ↓, ↑, 0, →

Pedestrians attack you

(can't be turned off)

↓, ↑ x3, 0, 0, 0, x2

Pedestrians attack you with guns

0, 0, ↑, 0, ↓, 0, 0, 0, ↓, 0, x2

Pedestrians have weapons

0, 0, 0, 0, 0, 0, 0, ↑, ↓

Pedestrians riot (can't be turned off)

↓, ←, ↑, ←, 0, 0, 0, 0, 0, 0

Yakuza theme

(all pedestrians wield katanas)\*

0 x2, ↓, 0, 0, 0, 0, 0, 0

\*Note: The game may freeze for a few

seconds before these codes activate.

### GRAN TURISMO 3: A-SPCC

#### PROFESSIONAL MODE

Select Arcade mode then highlight Hard on the difficulty selection screen. Hold 0-0 and it will change to Professional.

#### EASY MONEY

You need two memory cards for this trick. After you've earned about 200,000 Credits, buy a good car and upgrade it to the max. This will leave you almost broke, so save this car to the memory card in slot 2. Now return to the title screen and load your last game from slot 1. This will give you your money back and you can now go and trade the car from slot 2. The car that you just upgraded to the max will now only cost retail price.

#### PRIZE CARS

##### Beginner's League

**Sunday Cup:** Toyota Sprinter Trueno

GT Apex

**Clubman Cup:** Mazda MX-5 '93

**FF Challenge:** Toyota Yaris RS 1.5

**FR Challenge:** Nissan Silvia K's 1800cc

**MR Challenge:** Toyota MR2

**4WD Challenge:** Suzuki Alto Works

**Lightweight Cup:** Mini Cooper 1.3i

**Stars & Stripes:** Chevrolet Camaro SS

**Spider & Roadster:** Mazda MX-5 1.8i

**90s Cup:** Mazda Savanna RX7 Infiniti II

**Race Of NA Sports:** Honda CRX 1.6 VTI

**Race Of Turbo Sports:** Daihatsu Cuore

TR-XX Avanzato R

**Tourist Trophy:** Audi TT 1.8 quattro

**Legend Of The Silver Arrow:**

Mercedes-Benz SLK230 Kompressor

**Altezza Race:** Toyota Celica SS-II

'95 or '99

**Vitz/Yaris Race:** Toyota Yaris RS 1.5

**Type R Meeting:** Acura R-SX Type S,

Honda Civic SiR-II, Honda Civic Type R

**Evolution Meeting:** Mitsubishi Lancer

Evo IV GSR

**Beetle Cup:** VW New Beetle RSi

**Gran Turismo World Championship:**

Mazda MX-5 '89, Mitsubishi Lancer

Evolution VI GSR, Nissan Skyline GT-R V

spec II (R32), Toyota Celica GT-Four

**Amateur League**

**Japanese Championship:** Mazda RX-7

Type Z, Mitsubishi FTO GP Version R,

Mitsubishi Lancer Evolution IV GSR,

Subaru Impreza Wagon WRX STi

Version VI

**American Championship:** Audi TT 1.8T

quattro, Chevrolet Camaro Race Car,

Mazda RX-7 Type RS, Subaru Impreza

Sedan STi Version VI

**European Championship:** Gillet

Vertigo Race Car, Lotus Elise 190, Mini

Cooper 1.3i, Nissan GT-R V spec II (R34)

**Gran Turismo World Championship:**

Mazda RX-8, Nissan C-West R30 Silvia,

Nissan Z Concept, Toyota GT-One

Road Car

**German Touring Car Challenge:** RUF

3400S, Vauxhall Astra Touring Car, VW

Beetle Cup Car, VW Lupo Cup Car

**FF Challenge:** TRD Celica TRD Sports M

**FR Challenge:** Toyota Sprinter Trueno

GT Apex Shigeno Version

**MR Challenge:** Honda NSX Type S Zero

**4WD Challenge:** Mitsubishi Lancer Evo

VII GSR

**Stars & Stripes Grand Championship:**

Spoon S2000 Race Car

**Boxer Spirit Cup:** Subaru Legacy B4

Blitzen

**80s Sports Car Cup:** Nismo Skyline

GT-R S-tune

**Race Of NA Sports:** Mazda RX-8

**Race Of Turbo Sports:** Mine's

Evolution VI GSR

**Gran Turismo All-Stars:** Ford GT40,

Honda Raybrig NSX, Mine's GT-R N1 V

spec, Nismo Skyline GT-R R-tune

**All-Japan GT Car Championship:**

Honda Arta NSX, Nissan Calsonic

Skyline, Nissan Lottite Zexel GT-R,

Toyota Denso Sard Supra

**Tourist Trophy:** Audi A4

**Race Of Red Emblem:** Nismo 400R

**Legend Of Silver Arrow:** Mercedes-

Benz CLK Touring Car

**Altezza Race:** Tom's X540 Chaser,

Toyota Altezza LM Race Car,

Toyota Yaris RS 1.5

**Type R Meeting:** Honda NSX Type R,

Honda S2000, Mugen S2000, Spoon S2000

**Evolution Meeting:** Mitsubishi Lancer

Evolution VI Rally Car

**Dream Car Championship:** Honda

S2000 LM Race Car, Mazda RX-7 Race

Car, Mitsubishi FTO LM Race Car, Subaru

Impreza LM Race Car

**Professional League**

**British GT Car Cup:** Aston Martin

Vanquish

**Gran Turismo World Championship:**

Ford GT40 Race Car, Jaguar XJ220 Race

Car, Nismo GT-R LM Road Car, Vauxhall

Calibra Touring Car

**FF Challenge:** Spoon Civic Type R

**FR Challenge:** Nismo GT-R LM

Road Car

**MR Challenge:** Tommy-Kaira ZZII

**4WD Challenge:** Mitsubishi Lancer

Evolution VII Rally Car Prototype

**Spider & Roadster:** Shelby Cobra

**Boxer Spirit:** RUF RGT

**Race Of NA Sports:** Pagani Zonda C12

**Race Of Turbo Sports:** RUF CTR2

**Gran Turismo All-Stars:** Dodge Viper

GTS-R Concept, Nissan R390 GT-1 LM

Race Car, Subaru Impreza Sedan WRX

STi, Toyota GT-One Race Car

**All-Japan GT Car Championship:**

Honda Castrol Mugen NSX, Nissan

Pennzoil Nismo GT-R, Pagani Zonda Race

Car, Toyota SuperAutobacs Apex MR-S

**Italian Avant Garde:**

Pagani Zonda Race Car

**Race Of Red Emblem:**

Nissan Calsonic Skyline

**Vitz/Yaris Race:** Toyota Altezza LM

Race Car, Toyota Tom's Castrol Supra,

Toyota Supra RZ, Toyota Yaris RS 1.5

**Elise Trophy:** Lotus Elise 190

**Clio Trophy:** VW New Beetle Cup Car

TVR Tuscan Challenge: TVR Griffith 500,

TVR Speed 12

**Dream Car Championship:**

Mitsubishi FTO LM Race Car, Panoz

Esperante GT-R, Toyota GT-One Race

Car, Polyphony 001

**Polyphony Digital Cup:** Suzuki Escudo

Pikes Peak Version, Toyota GT-One Race

Car, TVR Speed 12, Polyphony 001

**Like The Wind:** Mazda 787B

**Formula GT Championship Race:**

Polyphony 001, Polyphony 002

**Rally League**

**Tahiti Challenge:**

Toyota Celica Rally Car

**Tahiti Maze:** Ford Escort Rally Car

**Smoke Mountain Rally:**

Ford Focus Rally Car

**Rally Of Alps:** Peugeot 206 Rally Car

**Tahiti Challenge II:**

Toyota Corolla Rally Car

**Tahiti Maze II:**

Subaru Impreza Rally Car

**Smoke Mountain II Rally:** Mitsubishi

Lancer Evolution VI Rally Car

**Rally Of Alps II:** Mitsubishi Lancer

Evolution VII Rally Car Prototype

**Super Special RS Wet:**

Citroën Xsara Rally Car

**Super Special Route 5 Wet II:** Subaru

Impreza Rally Car Prototype

**Endurance League:**

**Grand Valley:** Nissan R390 GT1 Road

Car, Spoon S2000 Race Car, Subaru

Impreza LM Race Car, Polyphony 001

**Seattle:** Nismo GT-R LM Road Car,

Panoz Esperante GT-1, Tommy-Kaira

ZZ II, Polyphony 002

**Laguna Seca:** Nissan Calsonic Skyline,

Toyota Altezza LM Race Car,

Polyphony 002

**Passage To Colosseo:** Gillet Vertigo

Race Car, Lancia Delta HF Integrale Rally

Car, Pagani Zonda Race Car,

Polyphony 002

**Trial Mountain:** Honda S2000 LM Race

Car, Lister Storm V12, Mine's GT-R N1 V

spec, Polyphony 001

**Special Stage Route 11:** Chevrolet

Camaro Race Car, Honda Arta NSX,

Toyota Super Autobacs Apex MR-S,

Polyphony 002

**Roadster:** Mazda MX-5 '89, Mazda

MX-5 '93, Mazda MX-5 1.8 RS,

Polyphony 002

**Tokyo R246:** Mazda RX-7 LM Race Car,

Nissan C-West R30 Silvia, Toyota GT-One

Road Car, Polyphony 001

**Mistral:** Jaguar XJ220 Road Car,

Mitsubishi FTO LM Race Car, Pagani

Zonda Race Car, Polyphony 002

**Super Speedway:** Chevrolet Corvette

CSR, Renault Clio Sport Race Car, Tickford

Falcon XR8 Race Car, Polyphony 001

**Licences**

**B-Licence – All Gold:**

Mazda MX-5 1.8i

**A-Licence – All Gold:** Mazda RX-8

**IB-Licence – All Gold:**

Nissan Z Concept

**IA-Licence – All Gold:**

Aston Martin Vanquish

**S-Licence – All Gold:**

Dodge Viper GTS-R Concept

**R-Licence – All Gold:** Subaru Impreza

Rally Car Prototype

**Extra**

**50% Game Completion:**

Chevrolet Corvette CSR

**75% Game Completion:** Mazda 787B

**100% Game Completion:**

Polyphony 001

**Beginner's League – All Gold:**

Mitsubishi Lancer Evolution V GSR

**Amateur Mode – All Gold:**

Chrysler Viper GTS-R Team Oreca

**Professional League – All Golds:**

Polyphony 002

**Rally League – All Golds:**

Suzuki Escudo Pikes Peak Version

**Endurance League – All Golds:**

Polyphony 001

### GRAN TURISMO 4: PROLOGUE

#### UNLOCKABLE CARS

**Lesson 1** Mazda 2 '03

**Lesson 2** Jazz '01

**Lesson 3** Micra 125cD (K12) '03

**Lesson 4** IST 1.5S 2WD(I) '02

**Lesson 5** MX-5 '89

**Lesson 6** Alto Works Suzuki Sports

Limited (I) '97

**Lesson 7DB Z 1.5X Version 2WD(I) '00**

**Lesson 8** COLT '02

**Lesson 9** Copen Active Top (I) '02

**Lesson 10**

Legacy B4 2.0GT SpecB (I) '03

**Coffee break 1**

Mira TR-XX AvanzatoR (I) '97

**Lesson 11** SL55 AMG '02

**Lesson 12** Lupo GTI Cup Car '03

**Lesson 13**



inside the LEILA Offices. Inside this locker you will find all the weapons and also unlimited ammunition.

## HE-MAN: DEFENDER OF GRAYSKULL

### CHEATS

Enter these codes within the cheats section of the Options menu and they will be activated.

#### Invulnerability

→, ○, ↑, ←, ○

#### All levels unlocked

○, ←, ↑, ○, ↓

#### Unlimited Grayskull power

↓, →, ○, ○, ↓

#### Double damage

○, →, ○, ↑, ○

## HEROES OF THE PACIFIC

### CHEAT CODES

Enter these codes at the main menu (Note: 'RA' = right analogue stick). A message will confirm correct entry.

Warning: These cheats will disable auto-save and prevent you from saving your game!

#### Cheats Menu:

○, ○, ○, R3, ○, L3

Note: Pause the game and select Cheats. The menu offers options for Infinite Health, Super Warspeed, Unlimited Warspeed and Win Mission.

#### All Base Planes & Missions:

RA ↑, RA ↓, RA →, R2, ○, RA

→

#### Upgrade All Planes:

○, RA ←, R2, RA →, D-pad →,

D-pad ↓

#### Unlock Japanese Planes:

○, ○, ○, ○, D-pad ←,

D-pad ↑

## HIDDEN INVASION

### BOUNCING CHEAT

At the title screen, rotate the D-pad clockwise four times. A sound will confirm the code has worked. When you start the game, everything will be bouncing in a rather crazy manner!

## HITMAN 2

### CHEAT CODES

Level Select  
○, ○, ↑, ↓, ○, ○, ○ (Main Menu)

#### God Mode

○, ○, ↑, ↓, ○, ○, ○, ○, ○, ○

#### All Weapons

○, ○, ↑, ↓, ○, ↑, ↑, ○, ○

#### Full Heal

○, ○, ↑, ↓, ○, ↑, ↓

#### Slowmo

○, ○, ↑, ↓, ○, ↑, ○

#### Nailgun Mode

○, ○, ↑, ↓, ○, ○, ○

#### All Mode

○, ○, ↑, ↓, ○, ↑, x2

#### Low Gravity

○, ○, ↑, ↓, ○, x2

#### Lethal Charge

○, ○, ↑, ↓, ○, x2

#### Bomb Mode

○, ○, ↑, ↓, ○, ↑, ○

#### Megaforce

○, ○, ↑, ↓, ○, x2

## HITMAN: CONTRACTS

### LEVEL SELECT

Enter the following code on the main menu to unlock the level select option:  
○, ○, ○, ○, ○, ○, ○, ○

#### SILENT ASSASSIN

Enter this code during gameplay to complete the current mission with a Silent Assassin rating:  
○, ○, ↑, ↓, ○, L3, ○, ○, ○, ○

## HOT WHEELS VELOCITY X

### UNLOCKABLES

#### Unlock Laser Cannon

Complete Challenge 1

#### Unlock Underworld Race

Complete Challenge 2

#### Unlock Sonic Boom

Complete Challenge 3

#### Unlock Atom Blaster

Complete Challenge 4

#### Unlock Sewer Pipe Arena

Complete Challenge 5

#### Unlock Sho-Stopper Vehicle

Complete Challenge 6

#### Unlock Freon Bomb

Complete Challenge 7

#### Unlock Crankshaft Docks

Complete Challenge 8

#### Unlock Energy Shield

Complete Challenge 9

#### Unlock Jet Boosters

Complete Challenge 10

#### Unlock Glacier Race

Complete Challenge 11

#### Unlock Surf Crate Vehicle

Complete Challenge 12

#### Unlock Super Zapper

Complete Challenge 13

#### Unlock Treadwell Plaza

Complete Challenge 14

#### Unlock Magnet Mine

Complete Challenge 15

#### Unlock Doom Disks

Complete Challenge 16

#### Unlock Underworld Arena

Complete Challenge 17

#### Unlock Crazy 8s Vehicle

Complete Challenge 18

#### Unlock Muscle Tone Vehicle

Complete Adventure 1

#### Unlock Hammered Coupe Vehicle

Complete Adventure 2

#### Unlock Jaded Vehicle

Complete Adventure 3

#### Unlock Hyper Mite Vehicle

Complete Adventure 4

#### Unlock Power Pistons Vehicle

Complete Adventure 5

#### Unlock Evil Twin Vehicle

Complete Adventure 6

#### Unlock Hyperliner Vehicle

Complete Adventure 7

#### Unlock Maelstrom Vehicle

Complete Adventure 8

#### Unlock Splittin Image Vehicle

Complete Adventure 9

#### Unlock Greased Lightnin Vehicle

Complete Adventure 10

#### Unlock Vulture Vehicle

Complete Adventure 11

#### Unlock Arachnord Vehicle

Complete Adventure 12

#### Unlock Sol-aire Vehicle

Complete Adventure 13

#### Unlock HW Prototype 12 Vehicle

Complete Adventure 14

#### Unlock Flashfire Vehicle

Collect all gears in Monument City

#### Unlock Mega-Duty Vehicle

Collect hidden key in Monument City

#### Unlock Deora II Vehicle

Collect all gears in Turbine Sands

#### Unlock Way 2 Fast Vehicle

Collect hidden key in Turbine Sands

#### Unlock Rigor Motor Vehicle

Collect all gears in Crankshaft Bay

#### Unlock Lakester Vehicle

Collect hidden key in Crankshaft Bay

#### Unlock Shadow Jet Vehicle

Collect all gears in Burnout Glacier

#### Unlock Surfing School Bus Vehicle

Collect hidden key in Burnout Glacier

#### Unlock Jet Threat 3.0 Vehicle

Collect all gears in Underworld

#### Unlock Power Rocket Vehicle

Collect hidden key in Underworld

#### Unlock Turbine Sands level

Complete Adventure 3

#### Unlock Crankshaft Bay level

Complete Adventure 6

#### Unlock Burnout Glacier level

Complete Adventure 9

#### Unlock Underworld level

Complete Adventure 12

## THE HULK

### CHEAT CODES

Enter these on the code input screen.

#### GMSKIN

Invulnerability

#### FLSHWIND

Regenerator

#### ANGMNGT

Full Rage meter

#### GRNCHTR

Unlimited continues

#### HLTHDSE

Double Hulk's HP

#### BRNGITN

Double all enemies' HP

#### MMMYHLP

Half all enemies' HP

#### FSOTFRY

Wicked punch

#### BRCESTN

Puzzle solved

#### NMBTHIH

Reset high score

#### TRUBLVR

Unlock all levels

### IN-GAME CODES

Enter 'em at a Universal Code Input during play.

#### JANITOR

Unlock grey Hulk

#### SANFRAN

Unlock Hulk transformed movie art

#### PITBULL

Unlock Hulk vs Hulk dogs movie art

#### FIFTEEN

Unlock desert battle movie art

#### NANOMED

Unlock Hulk movie F/X

## THE INCREDIBLE HULK: ULTIMATE DESTRUCTION

### CHEAT CODES

Enter these codes via the Extras menu. Note: Some codes require a certain number of collected comics to unlock.

#### Grey Hulk

CLASSIC

#### Joe Fix It

SUITFIT

#### Abomination

VILLAIN

#### Canadian Flag Shorts

OCANADA

#### American Flag Shorts

AMERICA

#### UK Flag Shorts

FSHNCHP

#### French Flag Shorts

DRAPEAU

#### German Flag Shorts

DEUTSCH

#### Italian Flag Shorts

MUTANDA

#### Spanish Flag Shorts

BANDERA

#### Japanese Flag Shorts

FURAGGU

#### Black & White Mode

RETRO

#### Sepia Mode

HISTORY

#### Low Gravity

PILLOWS

#### Double Damage

DESTROY

#### Double Power Collectables

BRINGIT

#### Gorilla Invasion

KINGKNG

#### Road Rage

FROGGIE

#### Mass Transit

TRANSIT

#### All Vehicles Taxis

CABBIES

#### 5,000 Smash Points

SMASHS

#### 10,000 Smash Points

SMASH10

#### 15,000 Smash Points

SMASH15

#### Cow Missiles

CHZGUN

### THE INCREDIBLES

#### CHEAT CODES

Pause the game and enter these cheats in the Secrets menu. Note: Some codes only work in certain levels.

#### Big head mode

EINSTEINIUM

#### Brightness increased

EMODE

#### Credits

YOURNAMEINLIGHTS

#### Dash not hurt when running into objects

GILGENDASH

#### Destroy all nearby enemies and objects

SMARTBOMB

#### Easy mode

BOAPLACE

#### Running and Ramming

MCRAVIS

#### Incred-power

SASSMODE

#### Findtrails and Superpunch

KRONOS

#### Fire trail

ATHLETESFOOT

#### Health appears more

TONYLOAF

#### Health remains constant

PINKSLIP

#### Henchmen launch death shrapnel

DANDRUFF

#### Infinite Elastigirl powers

FLEXIBLE

#### Intro sequence

HI

#### Level select

SPRINGBREAK

#### Refill 25% health

UDDLLRLRBAS



attempt that they make to kill you. Because experience points are awarded for every round of combat survived, you can build up a huge score before taking on the simple task of finishing off the weakling and getting all that experience.

### LEGO DROME RACERS

#### CHEAT CODES

Enter these on the main menu.

#### All Tracks:

←, →, ←, →, ↑, ↓, ↑, ↓, ↑, ↓, ↑, ↓

#### Instant Win:

←, →, ←, →, ↑, ↓, ↑, ↓, ↑, ↓, ↑, ↓

(then press L3 during race to win)

### LEGO RACERS 2

#### ALIEN CHARACTER

Press →, ←, ↑, ↓, ←, →, ↑, ↓ at the main menu screen.

#### WIDE ANGLE VIEW

Pause the game and press ← x3, → x3, ↑ x3, ↓ x3, ← x3, → x3

#### MARS TRACKS

Pause the game and press ← x2, → x2, ← x2, → x2, ↑, ↓

### LEGO STAR WARS

#### CHEAT CODES

To enter these codes go to Dexter's

Diner and go to the Codes section

(you'll still need to buy the characters

after you unlock them).

Battle droid 9B7UYR

Battle droid (Commander) EN1IKS

Battle droid (Geonosis) LK42UE

Battle droid (Security) KF999A

Big blasters IG72X4

Boba Fett LA811Y

Brushes SHRU81

Classic blasters L449HD

Clone FB84LE

Clone (Episode III) ER33JN

Clone (Episode III pilot) BHU72T

Clone (Episode III swamp) N3T6P8

Clone (Episode III walker) RS6E2S

Count Dooku 14PGMN

Darth Sidious A32CAM

Disguised clone VR832U

Droidika DF582U

General Grievous SF321Y

Geonosis 19D7NB

Gonk droid U63B2A

ZTY392Z ZTY392Z

Invincibility 4PR28U

Jango Fett PL47NH

Ki-Adi Mundi DP55MV

Kit Fisto CBR954

Luminara A725X4

Mace Windu (Episode III) MS952L

Minikit detector LD116B

Moustaches RP924W

Padmé 92U17D

PK droid R840JH

Princess Leia BEQ42U

Purple YD77GC

Rebel trooper L54YUK

Royal guard PP43JX

Shaak Ti EUW862

Silhouettes MS999Q

Silly blasters NR37W1

Super battle droid X2NR21

Tea cups PUCEAT

Unlocks Darth Maul H35TUX

for free play

Unlocks Luminara for free play A725X4

### LE MANS 24 HOURS

#### CHEAT CODES

Enter each code as a name in

Championship mode, then return to the

main menu.

All Tracks: SPEEDY

All Cars: ACO

All Championships: NUMBAT

Le Mans Mode: WOMBAT

View Credits: HEINEY

### LETHAL SKIES 2

#### UNLOCK CODES

Enter on main menu to unlock all the

missions, planes & wacky paint schemes.

All planes

← x2, →, ← x3, ← x2, ← x4, ← x5

All Campaign Missions

↓, ←, →, ↑ x2, ←, →, ↑, ←, →, ↑

All Special Campaign Missions

←, → x2, ←, → x3, ←, → x4, ←, → x5

All Side Trax Campaign Missions

←, →, ←, →, ←, →, ←, →, ←, →, ←, →

All Dogfight Missions

← x3, → x3, ↑, ↓, ↑, ↓, ←, →, ↑, ↓

All Training Missions

→ x2, → x2, ↑, ↓, ← x3, ← x4

All paint schemes

←, →, ←, → x2, ←, →, ←, →, ←, →, ←, →

### LMA MANAGER 2002

#### CHEAT CODES

Type these in at the Name Entry screen

MINTED \$500,000,000

AWESOME Improved player stats

RUN OF FORM Always win

NO BRAINER Automatic tactics

FANTASY Free transfers

MUST BE BLIND No bookings

QUICK DRY No building times

HYPERACTIVE Fast players

WHO WANTS SOME Psycho team

HEALING HANDS Fast-healing injuries

SUN BURN Always sunny

UMBRELLA Always rains

### LMA MANAGER 2003

#### EXTRA CASH

Enter LMA2003A on the player name

entry screen to start with \$500,000,000!

### LMA MANAGER 2004

#### CHEAT CODES

Enter these codes as your name when

starting a new game.

Capacity crowd LMA2004MA

Comedy shows LMA2004MB

Rainbow trails LMA2004MC

### LMA MANAGER 2005

#### CHEAT CODES

Enter the following codes as your name

to unlock the corresponding cheat. Note

that you can only enter one of the

shouting codes at a time.

LMA2005A All injuries heal in one day

LMA2005B \$500,000,000 starting fund

LMA2005MA A moon ball with mad physics

LMA2005MB High-pitched shouting voice

LMA2005MC Very low shouting voice

### LOONEY TUNES: BACK IN ACTION

#### CHEAT CODES

Enter these in Cheat Codes within the

Options menu.

AMUNKEY \$500

PASSPORT Access all areas

WEENY ACME shrink ray

CANNON Cannonball costume

OUTTAKE Duck danger battle

DANGERD Duck danger costume

SUITSYOU Free costume doors

SLAPPY Slappy fish

GOBBLE Gossamer doors revealed

HENSAWAGE Hen grenade attack

TOUGHAGE Invulnerability

FURRYOUS Wile E Coyote game

### LORD OF THE RINGS: THE TWO TOWERS

#### CHEAT CODES

To enter the cheats pause the game,

then hold ←, →, ←, → while you

enter the following codes.

Restore Health ←, ↓, ←, ↓

Restore Missiles ←, ↓, ←, ↓

1000 XP ←, ↓, ←, ↓

Level 2 Skills ←, ↓, ←, ↓

Level 3 Skills ←, ↓, ←, ↓

Level 4 Skills ←, ↓, ←, ↓

Level 5 Skills ←, ↓, ←, ↓

Level 6 Skills ←, ↓, ←, ↓

Level 7 Skills ←, ↓, ←, ↓

Level 8 Skills ←, ↓, ←, ↓

Level 9 Skills ←, ↓, ←, ↓

Level 10 Skills ←, ↓, ←, ↓

Level 11 Skills ←, ↓, ←, ↓

Level 12 Skills ←, ↓, ←, ↓

Level 13 Skills ←, ↓, ←, ↓

Level 14 Skills ←, ↓, ←, ↓

Level 15 Skills ←, ↓, ←, ↓

Level 16 Skills ←, ↓, ←, ↓

Level 17 Skills ←, ↓, ←, ↓

Level 18 Skills ←, ↓, ←, ↓

Level 19 Skills ←, ↓, ←, ↓

Level 20 Skills ←, ↓, ←, ↓

Level 21 Skills ←, ↓, ←, ↓

Level 22 Skills ←, ↓, ←, ↓

Level 23 Skills ←, ↓, ←, ↓

Level 24 Skills ←, ↓, ←, ↓

Level 25 Skills ←, ↓, ←, ↓

Level 26 Skills ←, ↓, ←, ↓

Level 27 Skills ←, ↓, ←, ↓

Level 28 Skills ←, ↓, ←, ↓

Level 29 Skills ←, ↓, ←, ↓

Level 30 Skills ←, ↓, ←, ↓

Level 31 Skills ←, ↓, ←, ↓

Level 32 Skills ←, ↓, ←, ↓

Level 33 Skills ←, ↓, ←, ↓

Level 34 Skills ←, ↓, ←, ↓

Level 35 Skills ←, ↓, ←, ↓

Four-hit combo ↑, ↓, ←, ↓

All special abilities ↓, ↓, ←, ↓

Level 8 skills ↑, ↓, ←, ↓

Restore missiles ↓, ↓, ←, ↓

Four-hit combo ↓, ↓, ←, ↓

Level 8 skills ↓, ↓, ←, ↓

Restore missiles ↓, ↓, ←, ↓

Gimli ↓, ↓, ←, ↓

Four-hit combo ↓, ↓, ←, ↓

Level 8 skills ↓, ↓, ←, ↓

Restore missiles ↓, ↓, ←, ↓

Legolas ↓, ↓, ←, ↓

Three-hit combo ↓, ↓, ←, ↓

Four-hit combo ↓, ↓, ←, ↓

All special abilities ↓, ↓, ←, ↓

Level 8 skills ↓, ↓, ←, ↓

Restore missiles ↓, ↓, ←, ↓

Sam ↓, ↓, ←, ↓

Four-hit combo ↓, ↓, ←, ↓

Level 8 skills ↓, ↓, ←, ↓

Restore missiles ↓, ↓, ←, ↓

Gain 1,000 experience points ↓, ↓, ←, ↓

Four-hit combo ↓, ↓, ←, ↓

Level 8 skills ↓, ↓, ←, ↓

Restore missiles ↓, ↓, ←, ↓

Gain 1,000 experience points ↓, ↓, ←, ↓

Four-hit combo ↓, ↓, ←, ↓

Level 8 skills ↓, ↓, ←, ↓

Restore missiles ↓, ↓, ←, ↓

Gain 1,000 experience points ↓, ↓, ←, ↓

Four-hit combo ↓, ↓, ←, ↓

Level 8 skills ↓, ↓, ←, ↓

Restore missiles ↓, ↓, ←, ↓

Gain 1,000 experience points ↓, ↓, ←, ↓

Four-hit combo ↓, ↓, ←, ↓

Level 8 skills ↓, ↓, ←, ↓

Restore missiles ↓, ↓, ←, ↓

Gain 1,000 experience points ↓, ↓, ←, ↓

Four-hit combo ↓, ↓, ←, ↓

Level 8 skills ↓, ↓, ←, ↓

Restore missiles ↓, ↓, ←, ↓

Gain 1,000 experience points ↓, ↓, ←, ↓

Four-hit combo ↓, ↓, ←, ↓

Level 8 skills ↓, ↓, ←, ↓

Restore missiles ↓, ↓, ←, ↓

Gain 1,000 experience points ↓, ↓, ←, ↓

Four-hit combo ↓, ↓, ←, ↓

Level 8 skills ↓, ↓, ←, ↓

Restore missiles ↓, ↓, ←, ↓

Gain 1,000 experience points ↓, ↓, ←, ↓

Four-hit combo ↓, ↓, ←, ↓

Level 8 skills ↓, ↓, ←, ↓

Restore missiles ↓, ↓, ←, ↓

Gain 1,000 experience points ↓, ↓, ←, ↓

Four-hit combo ↓, ↓, ←, ↓

Level 8 skills ↓, ↓, ←, ↓

Restore missiles ↓, ↓, ←, ↓

Gain 1,000 experience points ↓, ↓, ←, ↓

Four-hit combo ↓, ↓, ←, ↓

Level 8 skills ↓, ↓, ←, ↓

Restore missiles ↓, ↓, ←, ↓

Gain 1,000 experience points ↓, ↓, ←, ↓

Four-hit combo ↓, ↓, ←, ↓

Level 8 skills ↓, ↓, ←, ↓

Restore missiles ↓, ↓, ←, ↓

Gain 1,000 experience points ↓, ↓, ←, ↓

Four-hit combo ↓, ↓, ←, ↓

Level 8 skills ↓, ↓, ←, ↓

Restore missiles ↓, ↓, ←, ↓

Gain 1,000 experience points ↓, ↓, ←, ↓

Four-hit combo ↓, ↓, ←, ↓

Level 8 skills ↓, ↓, ←, ↓

Restore missiles ↓, ↓, ←, ↓

Gain 1,000 experience points ↓, ↓, ←, ↓

Four-hit combo ↓







### Big Head Mode

Collect all three star tokens in This Ol' House GP

### Mirror Tracks

Collect all three star tokens in Toy Town Sci Fi GP

### Concept Art

Collect all three star tokens in Jungle Jamboree GP

### Color Tint

Collect all three star tokens in Hicksville Hoedown GP

### Bird's Eye View

Collect all 3 star tokens in Perilous Places GP

### The Team

Collect all three star tokens in Ghoulish Graveyard GP

## MIDNIGHT CLUB 3: DUB EDITION

### ROCKSTAR LOGOS

There are 12 Rockstar logos to find in each city. Collect them to unlock extra features.

Logos	Unlocks
12	Flags Vinyl
14	New Licence Plates
36	New Riders

### CHEATS

Go to Options at the main menu and go to the Password screen to enter the codes.

**+\$1 to Career money** kubmir

**-\$1 from Career money** rimbuk

**Agro** diens

**Bunny ears** getheadl

**Chrome body** haveyouseenthisboy

**Flaming head** trythisathome

**Increase car mass** hyperagro

**No damage** ontheroad

**Pumpkin head** getheadk

**Roar** Rjnr

**Smiley head** getheadj

**Snowman head** getheadm

**Unlock all cities** roadtripk

**Unlock almost everything** urbansprawl

**Zone** allin

## MIDNIGHT CLUB: STREET RACING

### DUNE BUGGY

Insert a memory card with a save position from Smuggler's Run to use the Dune Buggy from that game.

## MIDNIGHT CLUB 2

### CHEAT CODES

Enter these in the Cheat Code menu, found in Options.

In air controls **carcrobatics**

Infinite nitrous **greenLantern**

Machine guns and rockets **savethekids**

No damage **gladiator**

Unlock all vehicles **theCollector**

Unlock all locations in arcade **Globetrotter**

Unlock all vehicles and locations in arcade **pennythug**

Unlock everything in arcade **rimbuk**

Enter the codes to adjust the difficulty, 0 being the easiest and 9 being the hardest:

**howhardcanitbe0**

**howhardcanitbe1**

**howhardcanitbe2**

**howhardcanitbe3**

**howhardcanitbe4**

**howhardcanitbe5**

**howhardcanitbe6**

**howhardcanitbe7**

**howhardcanitbe8**

**howhardcanitbe9**

**UNLOCKABLES**

**LAPD cop car**

Win all LA arcade circuit tracks

**Paris cop car**

Win all Paris arcade circuit tracks

**Tokyo cop car**

Win all Tokyo arcade circuit tracks

**SLF450X**

Complete game 100%

## MIKE TYSON HEAVYWEIGHT BOXING

### CHEAT CODES

Enter these cheats on the title screen.

**Unlock All:**

0, 0, 0, 0

**Big Heads:**

0, 0, 0, 0

**Mini Heads:**

0, 0, 0, 0

**2D Mode:**

0, 0, 0, 0

**More Textures:**

### 0, 0, 0, 0, 0, 0

### Unlock Credits:

0, 0, 0, 0

## MINORITY REPORT

### CHEAT CODES

Level Skip **QUITER**

All Level Warp **PASSKEY**

Invincibility **LRGARM**

All weapons **STRAPPED**

Infinite Ammo **MRJUAREZ**

Super Damage **SPINACH**

Extra health **BUTTERUP**

Unlock All combos **NINJA**

Unlock Pain Arenas **MAXIMUMHURT**

Unlock Concept Art **SKETCHPAD**

Unlock All Movies **DIRECTOR**

Armor **STEELUP**

Baseball Bat **SLUGGER**

Rag Doll **CLUMSY**

Slomo Button **SLIZOMIZO**

Bouncy Men **BOUNZMEN**

Wreck the Joint **CLUTZ**

Dramatic Finish **STYLIN**

Ending **WIMP**

Do Not Select **DONOTSEL**

Free Aim **FPSSTYLE**

Crown Hero **SCARYCLOWN**

Convict Hero **JAILBREAK**

GI John Hero **GNRLINFANTRY**

Lizard Hero **HISSESS**

Nikki Hero **BIGLIPS**

Nara Hero **WEIGHTGAIN**

Moseley Hero **HAIRLOSS**

Robot Hero **MROBOTO**

Super John Hero **SUPERJOHN**

Zombie Hero **IAMSODEAD**

**MI: OPERATION SURMA**

**UNLOCK ALL LEVELS**

Enter profiles and highlight Jasmine Curry. Now enter the following code to open every stage: 0, 0, 0, 0, 0, 0

## MORTAL KOMBAT: DEADLY ALLIANCE

### FATALITIES

Shang Tsung

Soul Consume

Bo' Rai Cho

Belly Flop

Quan Chi

Neck Stretch:

Li Mei

Super Crush Kick

Scorpion

Spear Head

Sonya Blade

Kiss of Death

Kenshi

Telekinetic Crush

Mavado

Kick Thrust

Johnny Cage

Brain Ripper

SubZero

Skeleton Rip

Kano

Open Heart Surgery

Kung Lao

Splitting Headache

Nitara

Blood Thirst

Drahmin

Iron Bash

Hsu Hao

Laser Slicer

Frost

Freeze Shatter

Jax Briggs

Head Stomp

Kitana

Kiss of Doom

Raiden

Electroducton

Reptile

Acidic Shower

Cyrax

Claw Smasher

SECRET

CHARACTERS

Once unlocked, these characters will become playable in all of the game modes.

**Koffin Character Kost**

CN Cyrax 3,003 Plat

IV Frost 208 Ruby

KI Kitana 2,931 Saph

LL Reptile 3,822 Gold

MW Hsu Hao 3,317 Jade

UR Drahmin 6,500 Saph

SA Jax Briggs 3,780 Ruby

TI Nitara 4,200 Gold

XG Raiden 3,116 Jade

**CHARACTERS**

### Koffin Character Kost

AC Li Mei 424 Plat

AU Shang Tsung 463 Gold

DG Sonya Blade 57 Jade

ER Bo' Rai Cho 527 Plat

KF Mavado 128 Jade

MA Johnny Cage 471 Ruby

OK Kenshi 244 Ruby

PN Blaze 684 Onyx

SN Quan Chi 175 Gold

SZ Kung Lao 322 Saph

UX Scorpion 509 Onyx

WN Sub-Zero 143 Saph

WZ Kano 145 Onyx

YP Mokap 511 Gold

## SECRET ARENAS

Once unlocked these arenas will become available to choose from in two-player Vs matches

**Koffin Arena Kost**

DS Nethership 1472 Ruby

HP House of Pekara 2093 Onyx

II Lava Shrine 1843 Gold

KR Palace Grounds 4222 Saph

PW Sama Ruins 2006 Saph

WT Dragonfly 1400 Jade

ZD Moloch's Lair 98 Ruby

## ARENAS

**Koffin Arena Kost**

AL Shang Tsung's Palace 287 Ruby

CK Wu Shi Academy 556 Jade

DM Acid Bath 428 Onyx

EA The Lost Tomb 258 Saph

EV Drum Arena 356 Ruby

JA Kuantan Palace 105 Gold

MN Portal 176 Onyx

MR Lung Hai Temple 412 Ruby

QC Lin Kuei Temple 216 Plat

QZ Quan Chi's Fortress 501 Jade

## EASY KOINS

You will need two controllers inserted to make this work. Select Versus mode and load a profile for each fighter.

Each fighter must have a few of each Koin. Do a Wager, then when the match is over, have one player press

0. Press 0 and you will hear the sound, then press 0 to bet some Koins (keep pressing 0 until you don't hear the sound anymore to be the maximum). Press 0 again and play the match. The winner of this match will get the Koin, but the loser will not lose any. Keep going, playing more matches to make each player gain more Koins. Each match will be worth more as you can wager more Koins.

Use the following combinations to bet different types of Koins: Keep 0 held down at the end until the noise stops, then you will have bet as much as possible.

**Onyx** →, ↑

**Jade** → x2, ↑

**Ruby** → x3, ↑

**Gold** → x4, ↑

**Platinum** → x5, ↑

**Sapphire** → x6, ↑

## MORTAL KOMBAT: DECEPTION

### STAGE SELECT

When choosing your fighter, hold down the 0 button to be able to select the stage you will fight on. Note this does not work in Arcade or Chess modes.

## MORTAL KOMBAT: SHAOLIN MONKS

### UNLOCK MORTAL KOMBAT II

Complete all five Smoke Missions to unlock Mortal Kombat II in Arcade mode.

### UNLOCK CHARACTERS (STORY)

Complete the game to unlock Scorpion or Sub-Zero in Story mode...

**Play With** **Unlock**

Liu Kang Scorpion

Kung Lao Sub-Zero

**UNLOCK CHARACTERS (VERSUS)**

Collect the yin-yang Koins for to unlock these characters in Versus mode...

**Baraka**

In the Soul Tomb, go to the red symbol room from the main hall and you'll end up in a spiked coffin room. Go to the north upper area with cobwebs and enter the room with the hanging skeletons. Wall-climb the skulls,

### go down the right-hand path

and smash the evil statue. Then double-jump the gaps to get Baraka's Koin (next to the guard rail at the upper exit).

### Johnny Cage

In the Wu-Shi Academy, right after the first 'Test Your Might' event, you can find Cage's Koin directly above in a small roofed area. Jump onto the structure by the first wheel, then to the alcove on the right to find it.

### Kitana

In the Evil Monastery, go to the room where you learn the Multality (with two statues and a portal behind it). Jump on the half-broken pillar, then double-jump onto the roof to find Kitana's Koin over to the left.

### Reptile

In the Living Forest, long-jump across the gap with the waterfall. Go through the door and get the clay statues to come to life. Grab one and break his shield, then throw him into the giant stone pillar on the right to destroy it. Now return to where the waterfall was - it has been replaced by Reptile's Koin.

### Scorpion

In the Foundry, head down the path downstair to the left of the save point. When two demon archers smash through the wall, throw one at the wall to the left of the door to open a secret room full of lava and Scorpion's Koin on a ledge. Throw an archer into the lava, then double-jump off his back to get the Koin.

### Sub-Zero

In the Wastelands, after taking the boat ride across blood lake, the left lion statue should have the Koin on top of it. Run along the wall and double-jump at the end to get it.

### EASY 1,000 EXP POINTS

Obtain the combo ranking 'Toasty' then immediately press

0. 'Toasty 1000' will appear on the screen and you'll be awarded 1,000 exp points.

## MOTOR MAYHEM

### PLAY AS BUZZSAW

Win the Eliminator, Deathmatch and Endurance titles with the same character on Normal level (or Hard



My NASCAR and Edit Driver. Then enter the following case-sensitive codes as your first and last names.

**Walmart Money**  
10 million dollars  
**Super Star**  
Max fan level  
**MeMyself AndI**  
Max prestige  
**All ForOne**  
Max team prestige  
**Gimme Gimme**  
Unlock all  
**Walmart Exclusive**  
Walmart driver & track (in Nextel Cup Series)  
**The Intimidator**  
Dale Earnhardt Sr (#3 Nextel Cup)  
**Race The Truck**  
UPS truck (#88 Nextel Cup, press →)  
**KeepCool SmellGreat**  
Other Old Spice vehicles (#133)

## NBA 2K6

### CHEAT CODES

Select Features then Codes to enter these case-sensitive passwords...

**2KSports Team:** 2ksports  
**2K6 Team:** nba2k6  
**Celebrity Street Option:** ballers  
**2005-06 Pacers Uniform:** 31andonly  
**Nike Zoom Kobe 1 Shoes:** kobe

## NBA BALLERS

### CHEAT CODES

Must be entered on the loading screen before a game, with the three basketballs. The numbers represent how many times to press the ○, ⊕ and ⊗ in that order to change the symbols. Once the symbols are changed press the D-pad in any direction to confirm.

**431** 2x Juice Replenish  
**725** Alley-Oop Ability  
**123** Alternate Gear  
**423** Baby Ballers  
**122** Back-In Ability  
**317** Better Free Throws  
**134** Big Head Mode  
**512** Expanded Move Set  
**722** Fire Ability  
**332** Great Handles  
**367** Half House  
**627** Hotspot Ability  
**433** Kid Ballers  
**756** Legal Goal Tending  
**354** Paper Ballers  
**536** Pass 2 Friend Ability  
**327** Perfect Free Throws  
**313** Put Back Ability  
**425** Pygmy  
**300** Random Moves  
**012** Show Shot Percentage  
**213** Speedy Players  
**374** Stunt Ability  
**235** Super Back-Ins  
**124** Super Block  
**315** Super Push  
**215** Super Steals  
**011** Tournament Mode  
**763** Unlimited Juice  
**443** Young Ballers

## NBA HOOPZ

### CHEATS

Input these codes at the Vs screen just before the match starts. (\* = teams must agree)

**Infinite Turbo:**  
○ x3, ⊕, ⊗ x2, ↑  
**No Goal Tending:**  
○ x4, ⊕ x4, ⊗ x4, ←  
**Tiny Heads:**  
○ x3, ⊕ x3, ←  
**No Fouls\*:**  
○ x2, ⊕ x2, ⊗ x2, →  
**Tiny Players:**  
○ x5, ⊕ x4, ⊗ x3, ←  
**Granny Shots:**  
○, ⊕ x2, ⊗, ←  
**Beach Court:**  
○ x2, ⊕ x3, ←  
**Street Court:**  
○ x3, ⊕ x2, ←  
**No Hotspots\*:**  
○ x3, ⊕, ↑  
**Show Shot %:**  
○, ⊕, ↓

### Show Hotspot:

○, ⊕, ↓

### Big Heads:

○ x3, →

### ABA Ball:

○, ⊕, ⊗, →

### Midway Uniform:

○ x4, →

### Home Uniform:

○, ⊕ x4, →

### Away Uniform:

○ x2, ⊕ x4, →

### Alternate Uniform:

○ x3, ⊕ x4, →

## NBA LIVE 2003

### UNLOCK RAP STAR PLAYERS

To enter the codes, go to Roster mode and create player, then select Bio. Type in the code in the last name field to unlock these superstars in the free agent pool

### Unlock Busta Rhymes

FLIPMODE

### Unlock Hot Karl

CALIFORNIA

### Unlock Just Blaze

GOODBEATS

### Unlock Fabolous

GHETTOFAB

### Unlock B. Rich

DOLLABILLS

### Unlock DJ Clue

MIXTAPES

## NBA LIVE 2005

### CHEATS

Go to My NBA Live then to the Lounge to enter these codes.

### 50,000 Dynasty points

YISS55C2OE

### All Hardwood Classics jerseys

PRYI234N0B

### All shoes

FHM234N0B

### All team gear

1NVR89ER2

### Atlanta Hawks 2004-05 alternate

HDIB834NN9N

### Boston Celtics 2004-05 alternate

XCV43MGMDS

### Dallas Mavericks 2004-05 alternate

AAPEUD09U

### Golden State Warriors 2004-05 alternate

NAVNY29548

### New Orleans Hornets 2004-05 alternate

JRE7H4D90F

### Nike Air huarache 2K4

VNBA60230T

### Nike Air unlimited

XVLD9895V

### Nike Air zoom generation

234SDJF9W4

### Nike Air zoom LeBron II

1KENZ023XZ

### Nike BG rollout

0984ADF90P

### Nike Shox Elite

2388HDFCBJ

### Seattle Supersonics 2004-05 alternate

BHD87YY27Q

## NBA STREET

### CHEAT CODES

Enter them at the Vs screen (with 'Enter Cheats' at the top). The numbers in the codes indicate the number of times to press ○, ⊕, ⊗ and ⊗ to change the icons at the bottom of the screen. For example, to enter 4-1-2-1, press ○ x4, ⊕ x2, ⊗. Then press any direction on the D-pad to activate the code and see the cheat name appear.

### Big heads

4-1-2-1

### Tiny heads

4-2-0-2

### Tiny players

4-0-4-0

### Springtime Joe 'The Show'

1-1-0-1

### Summertime Joe 'The Show'

1-0-0-1

### Athletic Joe 'The Show'

1-2-0-1

### ABA ball

0-1-1-0

### Beach ball

0-1-1-2

### EA Big ball

0-1-4-0

### Medicine ball

0-1-1-3

### NuFu ball

0-1-3-0

### Soccer ball

0-2-1-0

### Volleyball

0-1-1-4

### WNBA ball

0-1-2-0

### Authentic uniforms

0-0-1-1

### Casual uniforms

1-1-0-0

### ABA socks

4-4-4-4

### Explosive rims

1-2-4-0

### Unlimited turbo

2-0-3-0

### No Juice (turbo)

1-4-4-3

### Mega dunking

3-0-1-0

### No dunks

3-0-1-2

### Easy distance shots

2-1-3-0

### Harder distance shots

2-2-3-0

### Ultimate power

3-1-1-0

### Captain quicks

3-0-2-1

### Mad handles (handling)

3-2-1-0

### Super swats (blocking)

3-3-1-0

### Sticky fingers (stealing)

3-4-1-0

### More gamebreakers

1-4-3-2

### Less gamebreakers

1-3-4-2

### No gamebreakers

1-4-4-2

### Less blocks

3-1-2-3

### Less steals

3-1-4-0

### No alley-oops

3-4-1-2

### No 2-pointers

3-3-0-3

### Player names

0-1-2-3

### No player indicators

4-0-0-4

### No shot indicator

4-3-2-4

### No shot clock

4-4-0-3

### No auto replays

1-2-1-1

### No HUD display

1-4-1-2

### No cheats

1-1-1-1

## NBA SUPERSTARS

Play the City Challenge and defeat an NBA team to unlock a player from their roster.

### BIGGS & BEACON HILL COURT

Play the City Circuit and reach the Region 1 City Challenge. Defeat Biggs's team to unlock him and the Beacon Hill court.

### BONAFIDE & BROAD STREET COURT

Play the City Circuit and reach the Region 2 City Challenge. Defeat Bonafide's team to unlock him and the Broad Street court.

### DRAKE & THE YARD COURT

Play the City Circuit and reach the Region 3 City Challenge. Defeat Drake's team to unlock him and The Yard court.

### DJ & VENICE BEACH COURT

Play the City Circuit and reach the Region 4 City Challenge. Defeat DJ's team to unlock him and the Venice Beach court.

### TAKASHI & YAKATOMI PLAZA COURT

Play the City Circuit and reach the Region 5 City Challenge. Defeat Takashi's team to unlock him and the Yakatomi Plaza court.

### STRETCH & RUCKER PARK COURT

Play the City Circuit and reach the Region 2 City Challenge. Defeat Stretch's team to unlock him and the Rucker Park court.

### BIG (SSX SNOWBOARDERS) TEAM

Get 10 wins in any mode.

### 3LW TEAM

Get 20 wins in any mode.

## NYC LEGENDS TEAM

Get 30 wins in any mode.

## STREET LEGENDS TEAM

Win the City Circuit tournament.

## DREAM TEAM

Win Hold The Court mode. The team includes Graylien Allen, Magma Man and Yeti Snowman!

## USER RECORD CODES

Select Hold The Court mode, either enter a User ID or not; then, when the user record is displayed (or none), enter a code to unlock a secret team.

Note: You'll need to re-enter the codes every time you play.

### Big (SSX) Team:

Hold ⊕ and press ↑, ↓ x2, ←, →

### 3LW Team:

Hold ⊕ and press ← x2, →, ↓, ⊕

### NYC Legends Team:

Hold ⊕ and press ↓ x3, ←, →

### Street Legends Team:

Hold ⊕ and press →, ←, ↑, ↓, ⊕

### Team Dream:

Hold ⊕ and press ↑ x2, → x2, ⊕

## NBA STREET VOL 2

### CHEAT CODES

Enter these codes on the player entry, when the message appears at the bottom. A small beep will be heard if entered correctly.

### Big heads

Hold ⊕ and press ○, ⊕, ⊗, ⊗

### Constant turbo

Hold ⊕ + ⊕ and press ○, ⊕, ⊗, ⊗

### WNBA ball

Hold ⊕ and press ○, ⊕, ⊗, ⊗

### All NBA legends

Hold ⊕ and press ○, ⊕, ⊗, ⊗

### Explosive rims

Hold ⊕ and press ○, ⊕, ⊗, ⊗

### All jerseys

Hold ⊕ and press ○, ⊕, ⊗, ⊗

### Easy shots

Hold ⊕ and press ○, ⊕, ⊗, ⊗

### All street legends

Hold ⊕ and press ○, ⊕, ⊗, ⊗

### All courts

Hold ⊕ + ⊕ and press ○, ⊕, ⊗, ⊗

## UNLOCKABLES

### Unlock Bob Cousy Jersey

Complete Street School

### Unlock Nate Archibald Jersey

Complete Street School without errors

### Unlock Jerry West Jersey

Win game without being blocked

### Unlock Clyde Drexler Jersey

Reach Reputation Level (Legend mode)

### Unlock Stretch

Win the Soul In The Hole tournament

### Unlock Pete Maravich Jersey

Win Soul In The Hole street challenge

### Unlock Little Biggie

Win Foster Beach tournament

### Unlock Wilt Chamberlain's Jersey

Win Foster Beach tournament

### Unlock Whitewater

Win Greenlake tournament

### Unlock Dime

Win Lincoln College tournament

###







Psi Pool	565485
Bouncy Bouncy	568789
Aura Pool	659785
Panic Room	76635766
Gasoline	9442662
Stop Lights	945678
<b>Game Modes:</b>	
Arcade Mode	05051979
Coop Mode	07041979
Dark Mode	465486
Survival Mode	7734206

<b>Skins:</b>	
Marlena Kessler (Bikini)	135454
Sara Blake	135488
Marlena Kessler (Leather)	136876
Edgar Barret (Training 1)	196001
Edgar Barret (Training 2)	196002
Edgar Barret (Training 3)	196003
Edgar Barret (Training 4)	196004
Edgar Barret (Training 5)	196005
Edgar Barret (Training 6)	196006
Wei Lu	231324
Sarah Blake (Suicide)	231644
MP1	321646
Dock Worker	364654
UN Soldier	365498
The General (Clown)	431644
Crispy Soldier	454566
Nick Scryer (Stealth)	456498
The General (Default)	459797
Sara Blake (Psi)	468799
Jov Leonov	468987
Nick Scryer (Urban)	484646
Marlena Kessler	489788
Edgar Barrett	497878
Scorpion	546546
Nick Scryer (Training)	564689
Wei Lu (Tranquility)	654654
MP3	654659
Marlena Kessler (Saranae)	65496873
Tonya	678999
Jack	698798
MP2	698799
Nick Scryer (Wasteland)	975466
Wei Lu (Dragon)	978789
Labcoat	998789

## THE PUNISHER

**CHEAT CODE**  
Enter **V PIRATE** as a profile name to unlock everything, except the upgrades).

### UNLOCKABLE WEAPONS

Get gold medals on the following levels to unlock the corresponding cheats:

<b>Crack House</b>	
Gun Splitters	
<b>Every Level</b>	
Invincibility	
<b>Lucky's Bar</b>	
Crazy Deaths	
<b>Pier 74 Revisited</b>	
Unlimited Ammo	
<b>Ryker's Island</b>	
One Shot Kills	
<b>Stark Towers</b>	
No Reloads	

### THE TAKAGI BUILDING

Unlimited Slaughter

### UNLOCKABLE WEAPONS

Complete the following levels to unlock the corresponding weapons:

<b>Central Zoo</b>	
5.66mm assault rifle	
<b>Chop Shop</b>	
Machine pistol .45 cal	
<b>Fisk Industries</b>	
5.7mm sub machine gun	
<b>Gnucci Estate</b>	
40 cal sub-machine gun and hand cannon	
<b>Grand Nixon Island</b>	
Sniper rifle	
<b>Grey's Funeral Home</b>	
Machine pistol 5.56mm and machine gun	

### THE IGOR BALTIYSKY

50 cal semi-automatic pistol and flame thrower

### Lucky's Bar

Revolver

### Pier 74

7.62mm assault rifle and grenade launcher

### Pier 74 Revisited

Anti-tank weapon

### Stark Towers

Battle rifle

### The Takagi Building

Auto shotgun

## QUAKE III REVOLUTION

### BONUS ARENA & CHARACTERS

Complete the regular arenas in Campaign mode to play the bonus

arena, The Keeper. You can then select the Reaper and Mistress characters in Multiplayer mode.

**INSTANT WIN**  
While playing a game (don't pause), hold **△+□+○+△** and press **△, ○, ○, ○, ○, ○, ○**. You'll then be awarded an instant victory and can play the next level.

## R

### RAINBOW SIX 3

#### ALL MISSIONS UNLOCKED

Enter the following code on the main menu:  
**△, ○, △, ○, △, ○, △, ○, △, ○, △, ○**

### RATCHET & CLANK 3

#### CHEAT CODES

##### Double-Bladed Laser Sword

Pause the game and enter the following code to unlock a double-bladed laser sword.

**△, ○, ○, ○, ○, △, △, △, △, △**

##### Sly Demo

To unlock a *Sly* Raccoon 2 demo, hold down **△, ○, △** and **○** on the title screen.

##### Pink Tu-Tu

Enter this code while playing any of the Quark vid-comics:

**↑ x2, ↓ x2, ←, →, ○, △ x2**

##### Pirate vs Ninja fight

While choosing which Quark vid-comic to play press **△** to bring up a code entry screen and enter the following code:

##### MEGHAN

##### All black quark

When playing the unnamed quark vid-comic in the Insomniac Museum, enter the following code:

**↑ x2, ↓ x2, ←, →, ○, △ x2**

##### SECRET CONCEPTS

Go to teleport pad near the beginning of the Metropolis level between 03:00 and 03:59 (on the PS2 dock) or after collecting all the trophies. Use it to transport to the Insomniac Museum where you can see lots of concepts that were discarded from the finished game.

##### CHAT LIST

Grab those skill points around the worlds and you can use them to unlock these amazing cheats.

##### Big head enemies

20 skill points

##### Big head heroes

5 skill points

##### Mirror universe

30 skill points

##### Secret agent Clank

15 skill points

##### Ships to ducks

25 skill points

##### Time freeze

10 skill points

## RAYMAN REVOLUTION

### MULTIPLAYER BONUS MAPS

In the first map, in the Options Menu/Language/Voices, highlight the RAYMANIAN language (don't validate it), hold **△+□** and press **△, ○, ○, ○, ○**. A new menu will appear with the three multiplayer bonus maps.

### CHEAT MENU

In any other map, go to the Sound Menu, highlight the MUTE option, hold **△+□** and press **△, ○, ○, ○, ○, ○**. A new Cheat menu will appear.

### BABY SOCCER

During a game hold **△+□** and press **△, ○, ○, ○, ○, ○**. The name of the players appears on the baby globex.

## RC REVENGE PRO

### CHEATS

Enter these at the main menu.

#### Unlock All Tracks

**△, ○, △, ○, △, ○, △, ○, △, ○, △, ○**

#### Unlock All Cars

**△, ○, △, ○, △, ○, △, ○, △, ○, △, ○**

#### Unlock Next Cup

**△, ○, △, ○, △, ○, △, ○, △, ○, △, ○**

## READY 2 RUMBLE BOXING: ROUND 2

### SECRET SLUGGERS

Every time you complete Arcade mode, an extra one is revealed...

#### Completed

x1 Freak E Deke

x2 Michael Jackson

x3	GC Thunder
x4	Wild 'Stubby' Corley
x5	Shaquille O'Neal
x6	Freedom Brock
x7	Rocket Samchay
x8	ROBOX RESE-4
x9	Mr President (Bill Clinton)
x10	The First Lady (Hilary Clinton)

### CHARACTER SELECTION CODES

Enter these codes at the character selection screen to hear a bell ring.

#### All Boxers:

**← x2, →, △, ←, → x2, △ x2, △**

#### All Championship/Holiday Costumes:

**→ x2, ↓, →, ↑, △ x8, △ x4, △**

#### All Training:

**←, ↓, △, ↑, △ x20, △**

#### Holiday - New Year:

**→, ↑, △ x3, △ x5, △**

#### Holiday - Valentine's Day:

**→, ↑, △ x3, △ x2, △**

#### Holiday - St Patrick's Day:

**→, ↑, △ x3, △ x3, △**

#### Holiday - Easter:

**→, ↑, △ x3, △ x4, △**

#### R Holiday - Independence Day:

**→, ↑, △ x3, △ x5, △**

#### Holiday - Halloween:

**→, ↑, △ x3, △ x6, △**

#### Holiday - Thanksgiving:

**→, ↑, △ x3, △ x7, △**

#### Holiday - Christmas:

**→, ↑, △ x3, △ x8, △**

#### Fat Boxer:

**→ x2, ↑, △, → x2**

#### Thin Boxer:

**→ x2, ↑, △, → x2**

#### Undead Boxer:

**←, ↑, △, ↓, △ x2, △**

#### Big Gloves:

**△, ○, △, ↓, △, △, △**

#### Big Head:

**→ x2, ↑, △, →, △ x3**

#### Fast Mode:

**→ x2, ↑, △, →, △ x5, △**

#### Hyper Speed Mode:

**← x2, ↓, △, ↓, → x2, △ x19, △**

#### Start At Final Match:

**△, ↓, →, △, △ x6, △ x2, △**

#### Additional Camera Views:

**△ x20, △, △, △, △ x21, △, △ x18, △ x9, △, △, △ x14, △ x5, △, △, △, △, △**

### PAUSE CODES

Pause the game to enter these codes.

#### Full Level 1 Rumble Meter:

**△, ○, △, ↑ x2, ←, △ x3, △**

#### Full Level 2 Rumble Meter:

**△ x2, △, △, ↑ x2, ←, △ x4, △**

#### Full Level 3 Rumble Meter:

**△, △ x2, △, △, △ x4, △, △, △, △, △**

#### BOX AS RUMBLE MAN

Complete Championship mode with all characters, then complete Arcade mode on Hard difficulty to unlock Rumble Man.

### CHAMPIONSHIP COSTUMES

Complete Championship mode to unlock your fighter's champion costume.

### IT'S A DATE

Set the PS2's date to the following to discover special costumes etc.

#### Date

**01/01** Joey T as New Year's baby

**14/02** Lulu Valentine in sexy outfit

**17/03** Referee as Leprechaun

**23/04** Mama T as Playboy bunny

**04/07** GC Thunder as Uncle Sam

**31/10** JR Flurry as skeleton

**25/12** Selene Strike as elf,

Rumble Man as snowman

## REDCARD

### GET DOLPHINS TEAM

Select World Conquest and defeat all the teams in Australia including the Dolphins.

### GET SWAT TEAM

Select World Conquest and defeat all the teams in America including the SWAT Team.

### GET SAMURAI TEAM

Select World Conquest and defeat all the teams in Asia including the Samurai.

### GET PRIMATE TEAM

Select World Conquest and defeat all the teams in Africa including the Apes.

### GET MATADORS TEAM

Select World Conquest and defeat all the teams in Europe including the Matadors.

### CHEAT CODE

Unlock everything: **BIGTRUCK**

## RED FACTION 2

### CODES

Enter the extras menu, then select cheats and input the following codes:

#### Unlock all cheats

**△ x2, △ x2, △, ○, △, ○**

#### Unlock everything

**△, ○, △, ○, △, ○, △, ○, △, ○, △, ○**

#### Unlock all levels

**△, ○, △, ○, △, ○, △, ○, △ x2**

#### Super health

**△ x2, △, △, ○, △, ○**

#### Infinite ammo

**△, ○, △, ○, △, ○, △, ○, △, ○, △, ○**

#### Infinite grenades

**△, ○, △, ○, △, ○, △, ○, △, ○, △, ○**

#### Wacky deaths

**△ x8**

#### Director's cut

**△, ○, △, ○, △, ○, △, ○, △, ○, △, ○**

#### Walking dead

**△ x8**

#### Rain of fire

**△ x8**

#### Rapid rails

**△, ○, △, ○, △, ○, △, ○, △ x2**

#### Gibby ammo

**△ x4, △, ○, △ x2**

#### Gibby explosions

**△, ○, △, ○, △, ○, △, ○, △, ○, △, ○**

#### Extra chunky

**△ x4, △, ○, △ x2**

#### Explosive personality

**△**

#### Joke win

**△, ○, △, ○**

## REIGN OF FIRE

### CHEAT CODES

#### Levels unlocked

**↑, △, △ x2, △ x2, △, ↑, △, ○**

#### (Main Menu)

#### Invulnerability

**△, ○, △, △, △, △, △, △, △, △, △, △**







**31 October:** Bart as Frankenstein.  
**1 January:** Krusty in a tuxedo.  
**25 December:** Apu as Father Christmas.  
**22 November 2001:** Marge as a pilgrim.

#### OPTIONS CODES

Go to the Options screen and hold **⬆** + **⬇** while entering the following codes.  
Note: To clear the cheats, return to the game's title screen (not main menu).

**Brick Car:** **⬆**, **⬇**, **⬆**, **⬇**  
**Burns Limo:** **⬆**, **⬇**, **⬆**, **⬇**  
**Nuclear Bus Cheat:** **⬆**, **⬇**, **⬆**, **⬇**  
**Time Trial Cheat:** **⬆**, **⬇**, **⬆**, **⬇**  
**Night Mode:** **⬆**, **⬇**, **⬆**, **⬇**  
**Horizontal Split Screen:** **⬆**, **⬇**, **⬆**, **⬇**  
**Slow Motion:** **⬆**, **⬇**, **⬆**, **⬇**  
**Barf Cam:** **⬆**, **⬇**, **⬆**, **⬇**  
**Show Physics:** **⬆**, **⬇**, **⬆**, **⬇**  
**No Map:** **⬆**, **⬇**, **⬆**, **⬇**  
**Thanksgiving:** **⬆**, **⬇**, **⬆**, **⬇**  
**Halloween:** **⬆**, **⬇**, **⬆**, **⬇**  
**Christmas:** **⬆**, **⬇**, **⬆**, **⬇**  
**New Year:** **⬆**, **⬇**, **⬆**, **⬇**

**2D Passengers & Pedestrians:** **⬆**, **⬇**, **⬆**, **⬇**  
**Pilgrim Marge:** **⬆**, **⬇**, **⬆**, **⬇**  
**Apu As Santa Claus:** **⬆**, **⬇**, **⬆**, **⬇**

## SIMPSON'S SKATEBOARDING

#### CHEAT CODES

Hold down **⬆** + **⬇** + **⬆** + **⬇** on the character select screen, then input the following codes

**All Skaters** **⬆**, **⬇**, **⬆**, **⬇**  
**All boards** **⬆**, **⬇**, **⬆**, **⬇**  
**Level Select** **⬆**, **⬇**, **⬆**, **⬇**  
**Alt Costume Homer** **⬆**, **⬇**, **⬆**, **⬇**  
**Big Head Homer** **⬆**, **⬇**, **⬆**, **⬇**  
**Alt Costume Bart** **⬆**, **⬇**, **⬆**, **⬇**  
**Big Head Bart** **⬆**, **⬇**, **⬆**, **⬇**  
**Alt Costume Lisa** **⬆**, **⬇**, **⬆**, **⬇**  
**Big Head Lisa** **⬆**, **⬇**, **⬆**, **⬇**  
**Alt Costume Marg** **⬆**, **⬇**, **⬆**, **⬇**  
**Alt Costume Nelson** **⬆**, **⬇**, **⬆**, **⬇**  
**Big Head Nelson** **⬆**, **⬇**, **⬆**, **⬇**  
**Alt Costume Otto** **⬆**, **⬇**, **⬆**, **⬇**  
**Alt Costume Frink** **⬆**, **⬇**, **⬆**, **⬇**  
**Big Head Frink** **⬆**, **⬇**, **⬆**, **⬇**  
**Alt Costume Krusty** **⬆**, **⬇**, **⬆**, **⬇**  
**Alt Costume Wiggum** **⬆**, **⬇**, **⬆**, **⬇**  
**Big Head Wiggum** **⬆**, **⬇**, **⬆**, **⬇**

## THE SIMS

#### CHEAT CODES

Press **⬆** + **⬇** + **⬆** + **⬇** simultaneously on the main menu to bring up the cheat menu.  
**MIDAS** Unlock all objects, skins and two-player games.  
**FREEALL** Lets you buy all objects free of charge.  
**PARTY M** Unlocks the Party Motel two-player game (you must actually start a game to open the Bonus menu on the main menu).  
**SIMS** Unlocks Play The Sims mode on the main menu.  
**FISH EYES** First-person view. Press **⬆** to change the walls and reach the view when playing.

## SIMS BUSTIN OUT

#### CHEATS

During game play stand next to the mail box and press **⬆**, **⬇**, **⬆**, **⬇**, **⬆**, **⬇** to make a gnome appear. Now enter the following codes and highlight the gnome to get the options. You need to be quick!  
**Fill Motives Meter** **⬆**, **⬇**, **⬆**, **⬇**, **⬆**, **⬇**  
**All Locations** **⬆**, **⬇**, **⬆**, **⬇**, **⬆**, **⬇**  
**All Objects** **⬆**, **⬇**, **⬆**, **⬇**, **⬆**, **⬇**  
**All Social Options** **⬆**, **⬇**, **⬆**, **⬇**, **⬆**, **⬇**  
**CASH ADVANTAGE** **⬆**, **⬇**, **⬆**, **⬇**, **⬆**, **⬇**

When playing contribute to the house by purchasing an expensive item, then immediately leave to get a full cash refund. You can now move back in and use the item as you wish. Be careful not to owe money when you leave or this will cost you.

## SKY ODYSSEY

#### AUTO GYRO

Complete all levels in Sky Canvas mode with more than 90 points.

#### CORSAIR

Get enough acrobatic points in Adventure mode to have ten of your mission grades marked with circles.

#### GOLD U.F.O.

Complete all levels in Target mode with a gold rank.

#### ME-262

Complete Adventure mode to unlock it.

#### SILVER U.F.O.

Complete all levels in Adventure mode with an A rank.

#### STEALTH FIGHTER

Complete all levels in Adventure mode in under 10 minutes.

#### PONTOONS

Complete the Stormy Seas level in Adventure mode by landing on an aircraft carrier. The pontoons let your plane land on the water.

#### CUSTOM PARTS

Complete all levels in Adventure mode with at least a B rank.

#### SWORDFISH THIRD WING

Land at the Mid-Air Rendezvous alternate landing strip in Adventure mode (unlock Special Radar in target mode to make it easier to find). You'll get a wing for the Swordfish to convert it into a triplane.

#### UNLOCK EXTRAS

Complete Target mode stages with enough points to earn medals which can be used to buy these Hangar items.

#### Radio

4 gold medals

#### Music Tracks (12)

1 silver medal per track

#### Special Radar

2 gold medals

#### Extra Emblems

2 silver medals

#### Unlimited Boost (For Jets)

2 gold medals

#### SHINDEN PLANE

To unlock this, you have to collect the four parts. These are found on alternate landing strips in the following missions.

#### Right Wing

1. The Adventure Begins

#### Left Wing

13. The Labyrinth

#### Fuselage

6. The Towers Of Terror

#### Jet Engine

7. The Great Divide

## SLED STORM

#### CHEAT CODES

At the 'Press Start' screen, hold **⬆** + **⬇** to enter the following codes.

**Cheat Mode:** **⬆**, **⬇**, **⬆**, **⬇**, **⬆**, **⬇**  
**All Tracks:** **⬆**, **⬇**, **⬆**, **⬇**, **⬆**, **⬇**  
**All Characters:** **⬆**, **⬇**, **⬆**, **⬇**, **⬆**, **⬇**  
**All Sleds:** **⬆**, **⬇**, **⬆**, **⬇**, **⬆**, **⬇**  
**Hover Sled:** **⬆**, **⬇**, **⬆**, **⬇**, **⬆**, **⬇**

#### RIVAL CHALLENGE MODE

Complete the game in Championship mode with any character.

#### BLACK DIAMOND TRACK

Win Championship mode with any character.

## SLY 2: BAND OF THIEVES

#### CHEAT CODES

Pause the game and enter the cheats then check the Gadget Grid to see them unlocked.

#### Time rush gadget

**⬆**, **⬇**, **⬆**, **⬇**, **⬆**, **⬇**

#### TOM gadget

**⬆**, **⬇**, **⬆**, **⬇**, **⬆**, **⬇**

#### SMASH COURT TENNIS PRO TOURNAMENT 2

#### UNLOCKABLE PLAYERS

#### Cassandra

Finish Arcade mode with a female player in Pro difficulty setting.

#### Ling Xiaoyu

Finish Arcade mode with a female player in Challenger difficulty.

#### Raphael

Finish Arcade mode with a male player in Pro difficulty setting.

#### Heihachi

Finish Arcade mode with a male player in Challenger difficulty setting.

## SMUGGLER'S RUN

#### CHEAT CODES

Pause game to enter any of these codes. If entered correctly, you'll hear a sound.

**Invisibility:** **⬆**, **⬇**, **⬆**, **⬇**, **⬆**, **⬇**, **⬆**, **⬇**

**Lighter Cars:** **⬆**, **⬇**, **⬆**, **⬇**, **⬆**, **⬇**, **⬆**, **⬇**

**No Gravity:** **⬆**, **⬇**, **⬆**, **⬇**, **⬆**, **⬇**, **⬆**, **⬇**

**Increase Time Warp:** **⬆**, **⬇**, **⬆**, **⬇**, **⬆**, **⬇**, **⬆**, **⬇**

→ x3

**Decrease Time Warp:** **⬆**, **⬇**, **⬆**, **⬇**, **⬆**, **⬇**, **⬆**, **⬇**

← x3

#### MIDNIGHT CLUB VEHICLES

Insert a memory card with a saved game from *Midnight Club: Street Racing* to use cars from that game.

## SMUGGLERS RUN 2

#### CHEAT CODES

Pause the game to enter any of these codes. If entered correctly, you'll hear a sound.

#### Invisibility

**⬆**, **⬇**, **⬆**, **⬇**, **⬆**, **⬇**, **⬆**, **⬇**

#### Lighter Cars

**⬆**, **⬇**, **⬆**, **⬇**, **⬆**, **⬇**, **⬆**, **⬇**

#### No Gravity

**⬆**, **⬇**, **⬆**, **⬇**, **⬆**, **⬇**, **⬆**, **⬇**

#### Increase Time Warp

**⬆**, **⬇**, **⬆**, **⬇**, **⬆**, **⬇**, **⬆**, **⬇**

#### Decrease Time Warp

**⬆**, **⬇**, **⬆**, **⬇**, **⬆**, **⬇**, **⬆**, **⬇**

Note: Enter either of the last two codes repeatedly to further speed up or slow down the action.

## SONIC GEMS COLLECTION

#### UNLOCK GAMES

Note: Ensure that you save after each session to ensure the total number of hours are logged.

#### Vectorman

Play the collection for a total of 5 hours. Or have a *Sonic Heroes* or *Sonic Mega Collection* save file on your memory card.

#### Vectorman 2

Play the collection for a total of 7 hours and play *Vectorman* once.

#### SONIC CD

#### CHEAT CODES

Enter these codes at the title screen.  
**High Scores** → x2, ↑ x2, ↓, ⬇  
**Sound Test** ↓ x3, ←, →, ⬇  
**Stage Select** ↓, ↓ x2, ←, →, ⬇

#### SOUND TEST EFFECTS

Enter these codes in the Sound Test mode.

#### PM 12 DA 11

Picture of Tails by a green car – start the game and you'll be in debug mode.

#### PM 07 DA 07

Secret special stage.

#### PM 11 DA 09

Cute Sonic picture.

#### PM 04 DA 21

Superhero Sonic picture.

#### PM 12 DA 25

Message with humanoid Sonic in background.

#### PM 03 DA 01

Artwork of Sonic, Metal Sonic and Robotnik Dling.

#### UNLOCKABLES

Get low times in Time Attack mode to unlock new modes.

Note: Visual Mode and Play Music both appear on the main menu. Time Attack In Special Stages appears in Time Attack mode (press ←).

#### Play Music

37' 27" 57

#### Time Attack In Special Stages

30' 21" 05

#### Visual Mode

25' 46" 12

#### SONIC R

#### UNLOCK COURSE

Finish the four main courses in 1st place to unlock the Radiant Emerald course.

#### UNLOCK CHARACTERS

#### Dr Eggman

Finish 1st in all courses, including Radiant Emerald.

#### Egg Robo

Get all five tokens in Regal Ruins, finish at least 3rd and beat Egg Robo.

#### Metal Knuckles

Get all five tokens in Reactive Factory, finish at least 3rd and beat Metal Knuckles.

#### Metal Sonic

Get all five tokens in Resort Island, finish at least 3rd and beat Metal Sonic.

#### Super Sonic

Get all seven Chaos Emeralds. Highlight Sonic and press ↓.

#### Tails Doll

Get all five tokens in Radical City, finish at least 3rd and beat Tails Doll.

## SONIC SPINBALL

#### CHEAT CODES

Select Sound FX from the Options menu, then enter these codes (the screen will shake).

#### Fast Music

00, 04, 02, 05, 05, 07

#### Moveable Sonic

00, 09, 00, 01, 06, 08

Note: During gameplay, pause and press **⬆** or **⬇** and move Sonic wherever you want, then press **⬆** to reactivate.

## SONIC: THE FIGHTERS

#### FIGHT AS SUPER SONIC

Select Sonic as your character in single-player mode and fight your way through the eight battles without losing a single round. Defeat Metal Sonic in stage 9 in round 1. In round 2, activate Hyper mode (Back + Punch + Kick) and Sonic will transform into Super Sonic, making him invulnerable for the rest of the game.

## SONIC THE HEDGEHOG TRIPLE TROUBLE

#### LEVEL SELECT

Hold **⬆** as the game loads. At the exact moment that Knuckles touches the third emerald in the intro movie, release **⬆** and press **⬆**. You'll hear a chime if done correctly. When you start a game and select your character, the Zone Select screen will appear. Press **⬆** to select your desired level.

#### SOUND TEST & TIME ATTACK

At the title screen, press **⬆** or **⬇** to access Sound Test and Time Attack.

## TAILS ADVENTURES

#### PASSWORDS

Select Continue and enter one of the following passwords.

#### All Items & Level Select

ADE7 AA24 51A6 6D12

#### All Items, Only Stage 1 Complete

AZE1 AA24 51A1 6D1A

#### Start A New Game With All Chaos Emeralds

D219 54DA 9E9A D6EE

#### HIDDEN PICTURES

You can unlock certain pictures in the museum by viewing other pictures in a sequence. You must unlock the pictures in the sequence before you can perform these tasks. After viewing the



### STICKYRICE

Play as Uncle Ben's killer.

### THUGSRUS

Play as one of the Shocker's goons.

### SPIDERBYTE

Knee-high character.

### GOESTOYOURHEAD

Big head and feet for Spider-Man.

### JOELSPEANUTS

Enemies have big heads and feet.

### ARACHNID

Everything in the gallery is opened, as well as a level select.

### IMIARMAS

All levels available in the Level Warp menu.

### ROMITAS

Opens up a Next Level option in the pause menu.

### HEADXPLODY

Opens the hidden training levels.

### KOALA

Unlocks all combat controls.

### ORGANICWEBBING

Infinite webbing.

### DODGETHIS

Slow-motion combat.

### BEHINDTHEMASK

Play from a first-person view.

### CHILLOUT

The Green Goblin's glider doesn't overheat.

### SPIDER-MAN 2

#### CHEAT CODE

Enter this code on the name entry screen without a memory card in the machine to gain a huge starting boost including 200,000 hero points, 40% completion, Swing Speed and Win Zip upgrades and four awards.

Start Boost: HCRAYERT

### SPLASHDOWN

#### CHEAT CODE

Enter the options screen then hold **△** and quickly press **↑ x2, ↓ x2, ←, →, ←, →, △, ○, ○, ○** to bring up cheat code entry screen. You can now enter these codes!

#### All Characters

AllChar

#### Invulnerability

TopBird

#### Max Performance Meter

PMeterGo

#### Hard Tracks

Hobble

#### Expert AI

AllOutAI

#### All FMV

Festival

#### UFO Time Trials

IBelieve

#### F18 Time Trials

F18

#### Ghost Time Trials

SEADOO

#### HARD REWARDS

Complete the game on Hard level to unlock Steve as a playable character and the Bermuda Triangle track.

#### HIDDEN TRACK

Collect 100 balloons in Countdown mode.

### SPLINTER CELL: CHAOS THEORY

#### UNLOCK ALL MISSIONS

After signing into your profile, hold **△+○+□+△** and press **△ x5, ○ x5**. You should hear a sound to confirm correct entry.

### SPYHUNTER

#### MOVIE CODES

Enter one of these codes as an agent name on the profile menu. The sound of a chicken clucking will confirm correct entry. Select System Options, Extras and then Movie Player to view the unlocked movie.

#### The making of Spy Hunter:

MAKING

#### Saliva: Spy Hunter theme:

GUNN

#### Saliva: your disease:

SALIVA

#### Spy Hunter concept art:

SCW823

#### Early test Animatic:

WWS413

#### SPECIAL REWARDS

You can unlock the cheats in the Cheat Grid (and movies in the Movie Player) by completing all the objectives in each

mission within the time limit below:

#### Level 1, 3:40

Saliva Spy Hunter video

#### Level 2, 3:35

Green HUD

#### Level 3, 2:40

Saliva your disease video

#### Level 4, 3:15

Night vision

#### Level 5, 3:25

Early test Animatic

#### Level 6, 3:45

Extra cameras

#### Level 7, 3:10

Rainbow HUD

#### Level 8, 3:05

Inversion camera

#### Level 9, 3:45

Concept art video

#### Level 10, 3:15

Fisheye view

#### Level 11, 3:10

Camera flip

#### Level 12, 3:30

Puke camera

#### Level 13, 2:15

Making of video

#### Level 14, 5:10

Tiny spy

#### Hover Spy:

Complete the game

#### Super Spy:

Complete all 65 objectives in the game for infinite ammo and invincibility

### SPY HUNTER 2

#### UNLOCK ALL MISSIONS & WEAPONS

On the main menu, enter this code:

**△, ○, △, ○, △, ○, △, ○, △, ○**

#### CHEAT CODES

Enter these while the game is paused...

#### Infinite ammo

**△, ○, △, ○, △, ○, △, ○, △, ○**

#### Invincibility

**△ x3, ○, △, ○, △, ○, △, ○**

### SRS: STREET RACING SYNDICATE

#### CHEAT CODES

Press **↑, ↓, ←, →** on the main menu then enter any of these codes:

#### Unlock Supra 3.0L RZ

SICKJZA

#### Unlock Eclipse GS-T

ICOTGST

#### Unlock Celica GT-S

MYTCGTS

#### Unlock RX-8

RENESIS

#### Unlock Police Car

GOTPOPO

#### Unlock Impreza S202 STI

SICKGDB

#### Unlock Pac-Man vinyl

GORETRO

#### Free car repair

FIXITUP

#### Police let you go with a warning the first three times you are caught

LETMEGO

### SSX

#### CHEAT CODE

Access the Options Menu and hold **△+○+□+△** to enter any of these codes, to hear a low noise. To disable a code, repeat it.

#### All Unlocked: ↓, ←, ↑, →, △, ○, △, ○

All the courses, characters, boards and costumes will now be unlocked.

#### All Course Hints:

**△, ○, △, ○, △, ○, △, ○**

You'll now view all the hints, in turn, on the course loading screen.

#### Running Man: △, ○, △, ○, △, ○, △, ○

Instead of using the board, your character will now run down the course with it strapped to his/her back!

#### Mallora Board: △ x5, ○, △, ○

When you start a race or showoff session, you'll be using the blue Mallora board (it doesn't show up on the selection screens). It lets you do bigger jumps.

#### Max Stats: △ x7, ○

Each character will now have their stats set at the maximum level.

#### MERQUERY CITY MELTDOWN COURSE

Earn a medal on Elysium Alps.

#### MESABLANCA COURSE

Earn a medal on Merquy City Meltdown.

### TOKYO MEGAPLEX COURSE

Earn a medal on Mesablanca.

### ALOHA ICE JAM COURSE

Earn a medal on Tokyo Megaplex.

### PIPEDREAM COURSE

Complete Race mode with all gold medals to unlock Pipedream in Freeride mode.

### UNTRACKED COURSE

Finish Showoff mode with all gold medals to unlock Untracked in Freeride mode.

### EXTRA BOARDERS

To unlock them, earn the required number of gold medals in any mode...

#### Medals

Boarder

1 Jorgen

2 JP

3 Zoe

4 Hiro

#### THIRD COSTUME

Complete all the green circle tricks.

#### FOURTH COSTUME

Complete all blue square tricks.

#### EXTRA BOARDS

Reach the following ranks to unlock them.

#### Board

Rank

3 Rookie

4 Sensei

5 Contender

6 Natural

7 Star

8 Veteran

9 Champ

10 Superstar

11 Master

### SSX TRICKY

#### TRICKY CODES

On the title screen, hold **△+○** while entering any of these codes. You'll hear a sound when you release the held buttons. Note: Cheats have to be re-enabled after a reset. Each cheat can be disabled by re-entering the code.

#### Mix Master Mike:

**△ x2, ↑, △ x2, ↓, △ x2, ←, △ x2, ↑**

Note: Choose any character and you'll then play as Mix Master Mike, who will be carrying his decks on his back!

#### Mallora Elise

**△ x2, ↑, △ x2, ↓, △ x2, ←, △ x2, ↑**

Note: Choose Elise and she'll wear this special outfit and use the Mallora board.

#### Max All Attributes:

**△ x2, ↑, △ x2, ↓, △ x2, ←, △ x2, ↑**

Note: Each character's stats will be maximised.

#### Unlock Everything:

**△, ○, △, ○, △, ○, △, ○, △, ○, △, ○**

Note: This unlocks the whole caboodle – all the tracks, characters, boards etc.

#### SSX3

#### CHEAT CODES

Enter these codes in the Cheat menu in the Options screen.

#### Character

Code

Brodi zenmaster

Eddie worm

Luther bronco

#### UNLOCKABLES

JP

Buy for \$20,000.

Marisol

Buy for \$20,000.

Marty

Buy for \$40,000 peak 2 lodge.

Seelah

Buy for \$40,000 peak 2 lodge.

Hiro

Collect all trading cards.

Jorgen

Complete all peak 1 goals.

Svelte Luther

Collect all toys.

Stretch

Collect all posters.

Cudmore

Complete peak 3 Earnings goal.

Bunny San

Collect all art.

Churchill

Complete peak 3 Freestyle goal.

Gutless

Get a medal in all events.

Snowballs

Complete all peak 2 goals.

NW Legend

Complete all peak 3 goals.

Unknown rider

Complete peak 3 Race goal.

Canhuck

Complete peak 3 Exploration goal.

### Far East myth

Get 100% in all mountain stats.

### STARSKY & HUTCH

#### CHEAT CODES

Pause and enter any of the following:

#### Invisible car

**↑, ↓, ←, L3, ←, →, ←**

#### Funny car

**↑, ○, ↓, ←, ←, ←, →, →**

#### Low rider

**↑ x2, ↓ x2, △, ○, △, ○**

#### Trip cam

**△, ○, △, ○, △, ○, △, ○**

#### Trike cam

**↑ x2, △, △, △, △, △, △**

#### Monster truck

**△ x2, ←, →, L3 x4**

#### Big heads

**△, ○, △, ○, △, ○, △, ○**

#### UNLOCK EVERYTHING

Enter VADKRAM as your profile name to unlock everything. When you reload this profile the cheat will have worked but your name will have changed to STARSKY.

### STAR TREK: SHATTERED UNIVERSE







### Method 3

• Beat Story mode with every character.  
When you unlock Devil Jin, the Cathedral, Final Stage and Final Stage 2 arenas also become available and you get 1,000,000 G to spend.

### EDDIE GORDO

Eddie is available as a costume you can buy for Christie Monteiro in Customisation Mode for 500,000 G. He even has his own ending movie if you complete Story mode with him.

### THEATRE

Complete Story mode once to unlock the Theatre, where you can view all the ending movies of characters you finish the game with.

### BOSS MOVIE

Reach the final boss fight with Jinpachi in Story mode then lose on purpose and don't continue. You will see Jinpachi's ending movie and it will be unlocked in the Theatre.

### TEKKEN TAG TOURNAMENT

#### BONUS CHARACTERS

A hidden fighter is unlocked each time Arcade mode is completed, in this order: Kunimitsu, Bruce Irvin, Jack-2, Lee Chaolan, Wang Jinrey, Roger & Alex, Kuma & Panda, Kazuya Mishima, Ogre, True Ogre, Prototype Jack, Mokujin & Tetsujin, Devil & Angel, and Unknown.

#### PLAY AS TIGER

At the character selection screen, highlight Eddy and press **START**.

#### PLAY AS ANGEL

At the character selection screen, highlight Devil and press **START**.

#### PLAY AS GOLD TETSUJIN

Win ten matches in Vs mode.

#### PLAY AS HEIHACHI

Successfully complete Arcade mode, without losing, in less than 5:30.

#### PLAY AS DEVIL JIN

Jin and Heihachi must be partners. While playing as Jin, press **←, →, ○, x2, x**.

#### ARMOUR KING'S ALTERNATE COSTUME

Complete Arcade mode with Armour King. Then, at the character selection screen, highlight Armour King and press **START**.

#### LING FMV SEQUENCES

Complete Arcade mode with Ling, then complete it again in her school costume to view two different FMV sequences.

#### START MATCH WITH SECOND CHARACTER SELECTED

Hold Tag and press **START**.

#### GALLERY MODE

Unlock Devil to access Gallery mode, where you can view pictures of the characters etc.

#### TEKKEN BOWL MODE

Unlock Ogre to access Tekken Bowl mode – a ten-pin bowling game!

#### JUKEBOX (TEKKEN BOWL)

Get 200 points in Tekken Bowl mode.

#### THEATRE MODE

Complete game once to unlock Theatre mode and view movies unlocked so far.

### TENCHU: WRATH OF HEAVEN

#### CHEAT CODES

Take note of where the cheat must be entered. If they are input in the wrong place they won't work. Also, some codes require a second controller to be plugged into your PS2.

#### Restore health

**↑, ↓, →, ←, ○ x3** (Pause)

#### Special abilities

Hold **○ +** and press **↑ x2, ↓ x2**. Release **○ +** and press **○ x2, ○** (Pause)

#### Unlock all characters

**○, ○, ○, ○, →, ←, L3, R3** (Start screen)

#### Unlock demo level

**↑, ↓, →, ←, ○ x3** (Start screen)

#### Unlock bonus mission

**○, ↑, ○, ↓, ○, →, ○, ←** (Start screen)

#### Unlock all missions

**○, ○, ○, ○, →, ←, L3, R3** (Mission select screen)

#### Unlock all layouts

**R3, L3, ○, ○, ○, ○** (Mission select screen)

#### Multiplayer missions

**○, ○, ○, ○, →, ←, L3, R3** (Mission select screen)

#### Unlock all items

Hold **○ +** and press **↑, ○ x2, ←,**

**○ x2, ↓, ○ x2, →, ○ x2**

(Item select screen)

#### Increase Items

Hold **○ +** and press **○ x3, ↑, ←, ↓, →** (Item select screen)

#### Unlimited Items

**○ +** and press **○ x3, ↑, ←, ↓, →, ○, ↑, ↓, ←, →** (Item select screen)

#### Increase score

hold **○ +** and press **→ x2, ← x2** (Pause)(Controller 2)

#### Display score and time

**→ x2, ← x2** (Pause)(Controller 2)

### TERMINATOR 3: RISE OF THE MACHINES

#### CHEAT CODES

Enter these codes at the Cheat entry screen in the options menu.

#### T-X HP's 50 more in every fight

**○, ○, ○, ○, ○, ○, ○, ○**

#### Terminator HP's 50 more in every fight

**○, ○, ○, ○, ○, ○, ○, ○**

#### T-X HP's 50 less in every fight

**○, ○, ○, ○, ○, ○, ○, ○**

#### All Weapons – Future

**○, ○, ○, ○, ○, ○, ○, ○**

#### All Weapons – Present

**○, ○, ○, ○, ○, ○, ○, ○**

#### Invincibility

**○, ○, ○, ○, ○, ○, ○, ○**

#### Unlimited Ammunition

**○, ○, ○, ○, ○, ○, ○, ○**

#### Missile Command

**○, ○, ○, ○, ○, ○, ○, ○**

#### Centipede

**○, ○, ○, ○, ○, ○, ○, ○**

#### Unlock all in game movies

**○, ○, ○, ○, ○, ○, ○, ○**

#### Unlock all skills

**○, ○, ○, ○, ○, ○, ○, ○**

#### T3 Development team

**○, ○, ○, ○, ○, ○, ○, ○**

### TERMINATOR 3: THE REDEMPTION

#### CHEAT CODES

Select 'Credits' at the main menu and enter the codes while they're rolling.

#### All levels unlocked

Hold **○+○+○**

#### Invincibility

Hold **○+○+○**

#### All upgrades

Hold **○+○+○**

### TEST DRIVE OVERDRIVE

#### SUPER CHEAT

Select New Game, then at the main menu press **→ x2, ←, ○, ↑, ○ x2, ○**. A message will appear to confirm entry. All the secrets will be unlocked.

#### UNLOCKABLES

■ Complete San Francisco to unlock all the San Francisco tracks and the following cars.

#### Chevrolet Corvette L-88

#### Jaguar XK-R

#### Lotus Esprit V8

#### Lotus Elise

#### Shelby Cobra 427 SC

#### Ford Mustang

#### Reese's Chevrolet Camaro

#### Dodge Charger Police Car (Cop Chase mode only)

#### Ford SVT Mustang Cobra R Police Car (Cop Chase mode only)

#### Dodge Viper GTS Police Car (Cop Chase mode only)

■ Complete Tokyo to unlock all the Tokyo tracks and the following cars.

#### Nissan Skyline GT-R V-Spec

#### Dodge Charger

#### Subaru Impreza 22B

#### Shelby Series 1

#### Toyota Supra Police Car (Cop Chase mode only)

#### Nissan Skyline GT-R V-Spec Police Car (Cop Chase mode only)

#### Subaru Impreza 22B Police Car (Cop Chase mode only)

#### Complete London to unlock all the London tracks and the following cars.

#### Chevrolet Chevelle SS 454

#### Skeeter's Pontiac GTO

#### Skeeter's Chevrolet Chevelle

#### Dodge Viper GTS

#### Jaguar XK-R Police Car (Cop Chase mode only)

#### Lotus Esprit V8 Police Car (Cop Chase mode only)

#### Aston Martin DB7 Vantage Police Car (Cop Chase mode only)

■ Complete Monte Carlo to unlock all the Monte Carlo tracks and the following cars.

### Aston Martin DB7 Vantage

### Chevrolet Corvette 206

### TVR Cerbera Speed 12

### Ford SVT Mustang Cobra R

### Jaguar XJ220

### TVR Cerbera Speed 12 Police Car

(Cop Chase mode only)

### Jaguar XJ220 Police Car (Cop Chase mode only)

■ Complete the Finals to unlock all the final tracks and the following cars.

### Ford GT Dodge Concept

### Viper GTS-R

### SPECIAL SECRET CARS

When you've completed the finals, enter the San Francisco drag race again and select the Dodge Viper GTSR Concept. Beat the fastest time and enter your name as SOUNDMAX.

This will unlock the last three cars...

### Jaguar XK-R Soundmax

### Jaguar XK-R Analog Devices

### Aston Martin db7 Sound Max

### THEME PARK WORLD

#### SPECIAL AWARDS

Five extra Gold Tickets can be earned by winning special awards...

#### Aesthetic: At least 8 rides and more than \$3,000 spent on features.

**Security:** Cameras can see 80% of the whole of the theme park.

#### Green: Over 5 shops built, a litter bin within one square of each shop.

**Upgrade:** At least 10 rides (could be the same type), all upgraded once.

#### Path Economy: After building 10 rides, you've used less than 100 squares of path.

#### GOLD TICKETS CHEAT

On the map screen or inside a park, press: **↑, ↓, ←, →, ○, →, ←, ↓, ↑, ○**.

Repeat this sequence four times in a row and you'll hear a strange rising noise.

This cheat gives you 255 Gold Tickets.

#### EVERYTHING FOR FREE CHEAT

To stop cash being withdrawn from your park funds, press: **←, ↓, ○, ○**.

Repeat this sequence eight times in a row and you'll hear a strange rising noise. You can now build anything you like for free.

#### ALL ITEMS RESEARCHED CHEAT

To instantly research all of the available items, press: **↑, ↓, ↑, ↓, ←, ↑, ↓, ↑, ↓, →**. Repeat this sequence eight times in a row to hear a strange noise.

You can now build all possible rides, shops, sideshows and features.

### THIS IS FOOTBALL 2002

#### EXTRA TEAMS

**America All-Stars:** Win the America Cup at World Level.

**Africa All-Stars:** Win Africa Cup at World Level.

**Asia/Oceania All-Stars:** Win the Asia Oceania Cup at World Level.

**German League All-Stars:** Win the German Season at World Level.

**Ultimate Dream Team:** Win the Superteam Championship at World Level.

#### SECRET FEATURES

**Leicester Square Pitch:** Win the Euro Cup on World Level to unlock this bonus pitch on the Stadium Select screen.

**Credits Sequence:** Win the Timewarp Cup on World Level to unlock an option to see the Credits at the main menu.

### THIS IS FOOTBALL 2003

#### CHEAT CODES

Enter these codes on the main menu. A cheer will confirm correct entry.

#### Farm Sounds

**○ x2, ○, ↑, ↓, →**

#### Circus Sounds

**○ x2, ○, ○ x2, ○**

#### Speed Commentator

**○, ○, ○, ○, ○, ○, ○**

#### UNLOCKABLES

**European All Stars Team** Win Euro Cup.

**World All Stars Team** Win World Cup.

**African All Stars Team** Win African Cup.

**American All Stars Team** Win American Cup.

**Asia/Oceania All Stars Team** Win Asia/Oceania Cup.

**S American All Stars Team** Win S America Cup.

### THUNDERHAWK: OPERATION PHOENIX

#### LEVEL SELECT

On the Options screen. Set Vibration to 1, and Sound Effects and Music to 0. Then hold **○ +** and **○ +** and **○ +** to see the 'Spooky Cat' message. Now choose a campaign and press c to cycle through its missions.

#### HARD REWARDS

Complete the game on Hard level to unlock a bonus helicopter and the Maniac difficulty setting. Complete the game on Maniac level to unlock another bonus helicopter, which you can use on any difficulty setting.

### TIGER WOODS PGA TOUR 2001

#### DISTRACT OPPONENT

During a two-player game, press **○, ○, ○** or **○** while opponent is aiming, to make a funny noise. Hold **○** or **○** while pressing buttons for extra noises.

#### RED SHIRT

Complete all 21 courses in Play Now mode to unlock Tiger Woods's red shirt, which gives real-life ranges for his clubs.

#### FASTER CPU TURN

When the CPU player hits the ball, hold **○ +** to fast-forward through the shot.

### TIGER WOODS PGA TOUR 2002

#### BONUS GOLFERS

Defeat a golfer in a matchplay game in the Tiger Challenge to unlock that person in all game modes.

#### PRINCEVILLE COURSE

Earn \$50,000 to unlock Princeville.

#### BLACK ROCK COVE COURSE

Earn \$200,000 to unlock Black Rock Cove.

#### ROYAL BIRKDALE COURSE

Earn \$400,000 to unlock Royal Birkdale.

#### TIGER'S DREAM COURSE HOLES

Complete all 17 Tiger Challenge matches to open up this amazing course.

#### TROPHY BALLS

#### Aces Wild

Score a hole in one.

#### Back-to-Back

Shoot two consecutive eagles.

#### Birdie Streak

Shoot six birdies in a row.

#### Birdie Buster

Shoot 12 birdies in a row.

#### Eagle Extravaganza

Shoot four eagles in a row.

#### Eagle Hunt

Eagle all par 5 holes in the game.

#### Fairway Challenge

Hit all the fairways in a round.

#### GIR Challenge

Hit all the greens in regulation in a single round.

#### Long Drive

Smash a drive over 350 yards.

#### Long Putt

Sink a putt from over 55 feet.

#### Low Round</



you can switch to the other character's path. This happens every time two orange-suited baddies appear on screen. Shoot the left one first to follow Keith's path; the right one first for Robert's route.

#### YELLOW GUYS

In certain scenes, yellow terrorists appear briefly. Shoot them to score big bonus points.

#### AUTOMATIC WEAPONS

Complete the Story mode twice.

#### UNLIMITED AMMO

Complete the Story mode three times.

#### WIDE-EFFECT AMMO

To get this improved ammo, complete the Story mode four times.

#### MIRROR MODE

Complete the Story mode without using any continues at all.

#### UNLIMITED CREDITS

Just keep losing in Story mode: every time you do so, you'll be given an extra credit. When you lose with nine credits, you'll start with unlimited credits thereafter.

## TIMESPLITTERS

### STORY MODE SECRETS

#### 1935 Tomb:

**Beat On Easy:** Cultist character unlocked

**Beat On Easy In Under 0:55:** Small

Paintball mode cheat

**Beat On Normal:**

Unlock Graveyard on Arcade mode

**Beat On Normal In Under 2:30:** Priestess

character

**Beat On Hard:** Eyes Mummy character

**Beat On Hard In Under 3:20:** Teeth

Mummy character

#### 1970 Chinese:

**Beat On Easy:** Chinese Chef character

**Beat On Easy In Under 1:10:** Chinese

Waiter character

**Beat On Normal:**

Unlock Site on Arcade mode

**Beat On Normal In Under 2:30:** Sounds

cheat

**Beat On Hard:** Suit Hoodlum character

**Beat On Hard In Under 6:05:** Mr

Big char

#### 2005 Cyberden:

**Beat On Easy:** Badass Cyborg character

**Beat On Easy Under 0:45:** Siamese

Cyborg character

**Beat On Normal:** Unlock Street on

Arcade mode

**Beat On Normal Under 1:35:** Tuxedo

Cyborg character

**Beat On Hard:** Female Cyborg character

**Beat On Hard Under 2:00:** Rockets cheat

#### 1950 Village:

**Beat On Easy:** Period Horror bots

**Beat On Easy Under 0:30:** Decapitation

cheat

**Beat On Normal:** Unlock Castle on

Arcade mode

**Beat On Normal Under 1:15:** Hick

Hyde character

**Beat On Hard:** Fishwife Mutant

character

**Beat On Hard Under 2:20:** Insect

Mutant character

#### 1985 Chemical Plant:

**Beat On Easy:** Usual Suspects bots

**Beat On Easy Under 0:30:** Both Swat

characters

**Beat On Normal:** Unlock Bank on

Arcade mode

**Beat On Normal Under 0:55:** Infinite

Ammo cheat

**Beat On Hard:** Lumberjack character

**Beat On Hard Under 2:35:** Hood

character

#### 2020 Planet-X:

**Beat On Easy:** Space Opera bots

**Beat On Easy In Under 0:50:** Green

Alien character

**Beat On Normal:** Unlock Spaceship on

Arcade mode

**Beat On Normal In Under 1:30:** Float

Alien character

**Beat On Hard:** Pillar Alien character

**Beat On Hard In Under 1:50:** Headless

Characters cheat

#### 1965 Mansion:

**Beat On Easy:** Horror Shocker bots

**Beat On Easy In Under 0:56:** Large

Heads cheat

**Beat On Normal:** Unlock Mall on

Arcade mode

**Beat On Normal In Under 1:30:** Overall

Mutant cheat

**Beat On Hard:** Mutant Priest character

**Beat On Hard In Under 1:35:** Girl

Zombie character

### 2000 Docks:

**Beat On Easy:** Law And Order bots

**Beat On Easy In Under 1:15:** Soldier

characters

**Beat On Normal:** Unlock Compound

on Arcade mode

**Beat On Normal In Under 1:30:** Big

Hands cheat

**Beat On Hard:** Masked Soldier character

**Beat On Hard In Under 2:40:** Shock

Trooper character

#### 2035 Spaceways:

**Beat On Easy:** Unlock Challenge mode

and Credits

**Beat On Easy In Under 1:05:** Red Alien

character

**Beat On Normal:** Unlock Warzone in

Arcade mode

**Beat On Normal Under 1:10:** Lady

Alien character

**Beat On Hard:** Stewardess character

**Beat On Hard Under 2:55:** Small

Heads cheat

### CREDITS & CHALLENGE MODE

Complete the final part of Story mode to

unlock these features.

#### CHALLENGE MODE

Complete the following challenges to

unlock the secrets.

**1-A:** Living Dead bot set

**1-B:** Brown and Green Zombie characters

**1-C:** Jacket, Police & Skull Zombie chars

**2-A:** Duckman bot

**2-B:** All Enemies Are Ducks cheat

**2-C:** Duckman character

**3-A:** Robo Fish bot

**3-B:** All Enemies Are Robo Fish cheat

**3-C:** Robo Fish character

**4-A:** Next Challenge

**4-B:** Bricks cheat

**4-C:** Bricks Weapon

**5-A:** Impersonator bot

**5-B:** Enemies Into Impersonators cheat

**5-C:** Impersonator character

**6-A:** Next Challenge

**6-B:** Masked SWAT character

**6-C:** Veiled SWAT character

**7-A:** Gingerbread bot

**7-B:** Enemies Into Gingerbread Men cheat

**7-C:** Gingerbread character

**8-A:** Fun Bunny bot

**8-B:** Turn Enemies Into Bunnies cheat

**8-C:** Fun Bunny character

**9-A:** TimeSplitter bots

**9-B:** TimeSplitter character

**9-C:** Second TimeSplitter character

## TIMESPLITTERS 2

### STORY MODE SECRETS

Complete the following levels in Story

mode (on Normal level or above) to

unlock extra playable characters in

other modes...

**Siberia:** Hybrid Mutant

**Chicago:** Big Tony

**Notre Dame:** Jacque De La Morte

**Planet X:** Ozor Mox

**NeoTokyo:** Sadako

**Wild West:** The Colonel

**Atom Smasher:** Khallios

**Aztec Ruins:** Stone Golem

**Robot Factory:** Machinist

**Space Station:** Reaper Splitter

### CHALLENGE MODE SECRETS

Get at least a Silver medal in each stage

to unlock a secret...

#### Pane In The Neck:

Rotating Heads [Cheat]

#### Bricking It:

Brick [Weapon]

#### Stain Removal:

The Hunchback [Character]

#### Fight Off The Living Dead:

Sewer Zombie [Character]

#### Sergio's Last Stand:

Sergio [Character]

#### Day Of The Dammed:

Feeder Zombie [Character]

#### Silent But Deadly:

Viking [Hat]

#### Trouble At The Docks:

Pirate [Hat]

#### Escape From NeoTokyo:

Big Ears [Hat]

#### Gone Bananas:

Private Coal [Character]

#### Monkey Business:

Private Poorly [Character]

#### Playing With Fire:

Wood Golem [Character]

#### Take 'Em Down:

Ample Sally [Character]

#### Fall Out:

Marco The Snitch [Character]

#### Pick Yer Piece:

Sgt Rock [Character]

### Badass Buspass Impasse:

Badass Cyborg [Character]

### But Where Do The Batteries Go?:

R-One-Oh-Seven [Character]

### Hit Me Baby One Morgue Time:

The Crocodile [Character]

### Simian Shootout:

Insect Mutant [Character]

### Monkey Mayhem:

Mischief [Character]

### Dam Bursters:

Robofish [Character]

### All Challenges:

Lola Varuska [Character], Circus [Level],

Paintball [Cheat]

### LEAGUE MODE SECRETS

Get the required medal or higher to

unlock each secret...

### Amateur League:

#### Adios Amigos:

**Silver** Hector Baboso [Character]

**Gold** Lean Molly [Character]

#### Casualty:

**Silver** Dr Peabody [Character]

**Gold** Crypt Zombie [Character]

#### Elimination:

**Bronze** Hangar [Level]

**Silver** Sgt Shock [Character]

**Gold** Elimination [Mode]

#### Chastity Chased:

**Silver** Regeneration [Mode]

#### Shrinking From The Cold:

**Silver** Shrink [Mode]

**Gold** Private Sand [Character]

**Gold** Sgt Slate [Character]

#### Scrap Metal:

**Silver** Scrapyard [Level]

**Gold** Chassis Bot [Character]

#### Night Shift:

**Silver** Leech [Mode]

**Gold** Sentry Bot [Character]

#### Spoils Of War:

**Silver** Thief [Mode]

**Gold** Meezor Mox [Character]

#### Demolition Derby:

**Bronze** Robot Factory [Level]

**Silver** Male Trooper [Character]

**Silver** Female Trooper [Character]

**Gold** Vampire [Mode]

#### Monkey Immolation:

**Silver** Flame Tag [Mode]

**Gold** Crispin [Character]

#### Disco Inferno:

**Bronze** Nightclub [Level]

**Silver** Louie Bignose [Character]

**Gold** Lt Wild [Character]

#### Burns Department:

**Silver** Virus [Mode]

**Gold** Undead Priest [Character]

#### Club Soda:

**Silver** Slick Tommy [Character]

**Gold** Jimmy Needles [Character]

#### Station Stand:

**Silver** Zones [Mode]

**Gold** Lt Shade [Character]

#### Men In Grey:

**Silver** Assault [Mode]

**Gold** Accountant [Character]

**Gold** Lawyer [Character]

#### Honorary League:

##### Cold Corpse Caper:

**Silver** Gargoyle [Character]











### HOW TO ENTER CHEAT CODES

#### DIRECTIONS & BUTTONS

← → ↑ ↓ = press directions on the digital pad (unless the analogue nub is denoted) x2 / x3 etc = press that button twice / three times etc  
 [L] / [R] = press Left / Right shoulder button

#### COMMAS

Buttons or directions separated by commas should be tapped ONE AFTER ANOTHER, eg [L], [R], [A] = tap [L], then [R], then [A].

#### PLUS SYMBOLS

When buttons/directions have a plus symbol between them you should press them TOGETHER: eg [L] + [R] + [A] + [B] = press [L] and [R] and [A] and [B] all together.

#### HOLDING BUTTONS

Sometimes buttons need to be held down, often while entering a second part of a cheat code, eg 'hold [L] + [R] and press [A], [B], [C]' means 'keeping [L] and [R] held down, press [A], then [B], then [C].'

### APE ACADEMY

#### MONKEY STATUES

- To unlock statues in the Showcase, collect figurines or capsules during games in Academy mode.
- Get three coins again after unlocking the Special game in a year and you'll be rewarded with another statue.
- You're awarded a Rare statue for winning all nine games in an Academy year.

#### FINAL YEAR

To unlock Senior Yr 3 in Academy mode, you need a commendation from all other five teachers - by winning a perfect nine games and the Special Game in each year.

### ARCHER MACLEAN'S MERCURY

#### BONUS STAGES

Place first in every high score board in a world to unlock its bonus stage (at the top-left of the Stage Select screen).

#### SECRET WORLD

Complete Nano world to open up secret seventh world, Orbit. To access this, press [V] on the World Select screen to go down on an elevator where you can choose from its five mega-hard bonus stages.

#### UNLOCK ALL WORLDS

Select Two-Player Game from main menu and enter your initials as HG2. Return to the main menu and start a solo game. On the World Select screen, hold [L]+[R] and press [A]. All the worlds and stages (inc. bonus and Orbit bonus world) will now be unlocked (if you want to lock them up again, hold [L]+[R] and press [A]).

### ATV OFFROAD FURY: BLAZIN' TRAILS

#### CHEAT CODES

From the main menu, select Options, Player Profile, then Enter Cheat to input these case-sensitive codes.

Add 1500 Credits \$moneybags\$  
 Unlock All (except Fury) All Access  
 Unlock Music Videos Billboards  
 Unlock All Rider Gear Duds  
 Unlock Tyres Dubs

#### B

### BURNOUT LEGENDS

#### COMPACT SERIES UNLOCKABLES

Note: The Compact Collector car varies on each game profile.

**Compact Cop**  
 Get Bronze in Silver Lake or Airport Terminal 1+2 Pursuit.  
**Dominator Compact**  
 Get 10,000 Burnout points.  
**Gangster Legend**  
 Get Gold in Palma Bay Legend Face-Off.

**Legend Compact**  
 Get Gold in Interstate Loop Legend Face-Off.

**Random Compact Collector**  
 Get Gold in Silver Lake Eliminator.  
**Tuned Compact**  
 Get 5 gold medals.

**MUSCLE SERIES UNLOCKABLES**  
 Note: The Muscle Collector car varies on each game profile.

**Classic Legend**  
 Get Gold in Big Sure Shore Legend Face-Off.

#### Dominator Muscle

Get 25,000 Burnout points.

#### Legend J-Muscle

Get Gold in Airport Terminal 1+2 Legend Face-Off.

#### Muscle Cop

Get Bronze in Harbour Town or Sunrise Valley Pursuit.

#### Random Muscle Collector

Get Gold in Harbour Town Eliminator.

#### Tuned Muscle

Get 20 gold medals.

#### SPECIAL VEHICLES

##### Cop Racer

Get Gold in all Pursuit events.

##### Firetruck

Get Gold on all Crash events.

##### Gangster Boss

Get Gold in all Race events.

#### UNLOCK ASSASSIN CARS

Get the required number of takedowns to unlock each one...

Assassin Car	Takedowns
Compact	15
Muscle	30
Coupe	60
Sports	100
Super	150

#### C

### CODED ARMS

#### UNLOCKABLES

##### Bonus Level

Complete the game.

##### Inferno

Beat Colossus on Base level 13.

##### Judgement

Beat Enforcer on City level 13.

##### Onslaught

Beat Mantis on Infinity mode level 10.

##### Vulcan

Beat Enforcer on Infinity mode level 20.

##### Neutron Gun

Beat Colossus on Infinity mode level 30.

##### Surge Helm

Beat Mantis on Infinity mode level 40.

##### Blast Helm

Beat Enforcer on Infinity mode level 50.

##### Trident

Beat Colossus on Infinity mode level 60.

#### D

### DARKSTALKERS CHRONICLE: THE CHAOS TOWER

#### SECRET CHARACTERS

Enter the following terminal at the character select screen:

**Marionette**  
 In Arcade mode, highlight '?' and press [A] x7 then any P or K.

##### Shadow

In Arcade mode, highlight '?' and press [A] x5 then any P or K.

##### Oboro Bishamon

In any mode, highlight Bishamon, hold [A] and then press any P or K.

#### ALTERNATE BACKGROUNDS

During Stage Select in Training or VS mode, hold [A] while selecting a stage to get a different coloured background.

#### EX OPTION MENU

At the main menu, hold down [L] while selecting Option.

#### UNLOCK MOVIES (IN CHRONICLE)

Anita's Ending  
 Defeat Oboro Bishamon in Arcade.

### Hunter Endings & Intro

In Arcade, choose Hunter and select Hunter with the characters that have available endings. Once all are complete, the intro will be unlocked.

### Vampire Savior Endings & Intro

In Arcade, choose Vampire and select Vampire with the characters that have available endings. Once all are complete, the intro will be unlocked.

### Vampire Endings & Intro

In Arcade, choose Vampire and select Vampire with the characters that have available endings. Once all are complete, the intro will be unlocked.

### Jedah 2 & Pyron 2 Ending

In Arcade, choose Savior and select Savior 2 with either Jedah or Pyron. Try to beat all characters without losing.

#### ILLUSTRATIONS

Simply complete the Tower mode 100%.

#### ART GALLERY & INTROS

Complete the game 100% to unlock Art Gallery pictures and intro sequences.

### DEAD TO RIGHTS: RECKONING

#### SUPERCOP & CHALLENGE MODES

Complete the game on Normal difficulty to unlock Supercop mode (hard) and Normal Challenge mode.

#### UNLOCKABLE SKINS & ARENAS

Complete these chapters on Rookie/Normal to unlock extra skins and arenas.

Biker 2 (Multiplayer Skin)	Chapter 1
Bar (Multiplayer Arena)	Chapter 2
Biker Boss (Skin)	Chapter 3
Triad 2 (Skin)	Chapter 4
Jack 2 (Skin)	Chapter 5
Triad Boss (Skin)	Chapter 6
Militia 2 (Skin)	Chapter 7
Militia Boss (Skin)	Chapter 8
Cabal 1 (Skin)	Chapter 9
Cabal 2 (Skin)	Chapter 10
Mansion (Arena)	Chapter 11
Whisper (Skin)	Chapter 12

#### CHEATS & SKINS

These are unlocked by completing the following missions in Supercop mode...

All Weapons	Villa
Cabal Boss Skin	Dockyards
Fists Of Flame	Old Church
Incredibly Fit Dog	Under Rink
Infinite Adrenaline	Back Streets
Infinite Ammo	Train Yards
Maxine Skin	The Mansion
No Damage	Rooftops
Super Deformed Mode	Pink Starfish

### DEATH JR

#### CHEAT CODES

Pause the game and hold [L]+[R] while entering these codes. A sound will confirm correct entry.

**All Weapons & Upgrades**  
 ↑ x2, ↓ x2, ←, →, ←, →, [A], [B]

**Ammo Refilled**  
 [A] x2, [B] x2, [C] x2, [D] x2, [E] x2, [F] x2

**Invincibility**  
 ↑ x2, ↓ x2, ← x2, → x2, [A] x2, [B] x2

### DYNASTY WARRIORS

#### HIDDEN DEPLOYABLE OFFICERS

To unlock the officers numbered 178-200, recruit the required number of deployable officers, then complete any Musou mode to unlock a hidden officer.

**Unlock 178-181**  
 50 Deployable Officers Needed.

**Unlock 182-197**  
 100 Deployable Officers Needed.

**Unlock 198-200**  
 150 Deployable Officers Needed.

#### UNLOCKABLE CHARACTERS

**Other - Lu Bu, Diao Chan, Zhang Jiao, Meng Huo, Zhu Rong**  
 Complete Musou mode with any default Other character.

**Other - Yuan Shao, Dong Zhuo**  
 Complete Musou mode once with one character from each kingdom.

**Shu - Zhuge Liang, Liu Bei, Pang Tong**  
 Complete Musou mode with any default Shu character.

**Shu - Jiang Wei, Huang Zhong, Wei Yan**  
 Complete Musou mode with Liu Bei.

**Wei - Cao Cao, Cao Ren, Sima Yi**  
 Complete Musou mode with any default Wei character.

**Wei - Zhang He, Zhang Liao, Xu Huang**  
 Complete Musou mode with Cao Cao.

**Wu - Da Qiao, Xiao Qiao**  
 Complete Musou mode with Sun Ce.

### Wu - Sun Jian, Sun Ce, Sun Quan

Complete Musou mode with any default Wu character.

**Wu - Zhou Tai, Huang Gai, Lu Meng**  
 Complete Musou mode with Sun Jian.

#### E

### EVERYBODY'S GOLF

#### UNLOCKABLES

**Autumn Pagoda Course**  
 Reach Beginner level in Challenge mode.

**Golden Desert Course**  
 Reach Senior level in Challenge mode.

**Olive Coast Course**  
 Reach Mid-Rank level in Challenge mode.

**Manual Replay Mode**  
 Reach Senior level in Challenge mode.

**Easy Difficulty (Challenge Mode)**  
 Lose several matches/tournaments in a row in Challenge mode.

#### F

### FIFA SOCCER

#### CUSTOM CHALLENGE

To unlock this, complete all the preset challenges in Challenge mode.

#### G

### GRETZKY NHL

#### UNLOCK EVERYTHING

From the main menu, select Gretzky Challenge then Unlocksables. Press [A] and enter SHOENLOC. This unlocks all the extra uniforms, players and features.

#### L

### LUMINES

#### UNLOCKABLE CHARACTERS

**23** In Time Attack 60, get 50 deletes

**24** In Time Attack 180, get 150 deletes

**25** In Time Attack 300, get 250 deletes

**38** In Time Attack 600, get 500 deletes

**39** Beat Level 1 in Vs CPU

**40** Beat Level 2 in Vs CPU

**41** Beat Level 3 in Vs CPU

**42** Beat Level 4 in Vs CPU

**43** Beat Level 5 in Vs CPU

**44** Beat Level 6 in Vs CPU

**45** Beat Level 7 in Vs CPU

**46** Beat Level 8 in Vs CPU

**47** Beat Level 9 in Vs CPU

**48** Beat Level 10 in Vs CPU

#### UNLOCKABLE SKINS

**45 Degrees**  
 Finish all normal puzzles in Puzzle mode.

#### Aback

Reach Level 40 in Challenge mode.

#### Auto Mobile Industry

Complete Level 2 in Vs CPU.

#### Big Elpaso

Reach Level 70 in Challenge mode.

#### Brash

Complete Level 8 in Vs CPU.

#### Chinese Restaurant

Complete Level 9 in Vs CPU.

#### Da-Di-Do

Reach Level 52 in Challenge mode.

#### Dark Side Beside The River

Complete Level 36 in Challenge mode.

#### Fly Into The Sky

Reach Level 95 in Challenge mode.

#### Get Up & Go

Reach Level 90 in Challenge mode.

#### Holiday in Summer

Reach Level 60 in Challenge mode.

#### I Hear The Music In My Soul

Reach Level 32 in Challenge mode.

#### Japanese Form

Finish Level 1 in Vs CPU.

#### Just

Reach Level 28 in Challenge mode.

#### Lights

Reach Level 100 in Challenge mode.

#### Meguro

Reach Level 80 in Challenge mode.

#### Mekong

Complete Level 5 in Vs CPU.

#### Moon Beam

Complete Level 10 in Vs CPU.

#### Morning Beats

Amass 20 hours of play.

#### My Generation

Reach Level 75 in Challenge mode.

#### Please Return My CD

Complete Level 3 in Vs CPU.

#### Prime Factor

Complete all x2 puzzles in Puzzle mode.

### Rodent

Amass 10 hours of play time.

#### Round About

Reach Level 8 in Challenge mode.

#### Shake Ya Body

Reach Level 16 in Challenge mode.

#### Sister Walk

Reach Level 48 in Challenge mode.

#### Slipping

Reach Level 12 in Challenge mode.

#### Spirits

Reach Level 85 in Challenge mode.

#### Square Dance

Reach Level 20 in Challenge mode.

#### Strangers

Reach Level 56 in Challenge mode.

#### Take A Dog Out A Walk

Reach Level 65 in Challenge mode.

#### Talk 2 You

Reach Level 24 in Challenge mode.



— Everybody In The Drift  
**Gnade Nebulasrayz Esperanza Type-S:**  
 Complete Tour Basic 02  
 — What Time Is Drift?  
**Absoluto Sheonite Bisonte Type-S:**  
 Complete Tour Basic 03 — Drift 202  
**Age Bakutotsu Abeille Type-R:**  
 Complete Tour EX 27 — Rising Sun 2  
**Gnade Galaxian Esperanza Type-R:**  
 Complete Tour EX 24 — Drift 8  
**Absoluto Bacura Bisonte Type-R:**  
 Complete Tour Pro 16 — Day Drifting  
**Age Ordne Abeille Type-Z:**  
 Complete Tour EX 28 — Throbbing Drift Cat  
**Gnade Starluster Esperanza Type-Z:**  
 Complete Tour EX 29 — Drift Any Mountain  
**Absoluto Androgenesis Bisonte Type-Z:**  
 Complete Tour EX 32 — The Type Is 4  
**Class 3**  
**Absoluto Bacura Fatalita Type-S:**  
 Complete Tour Basic 04 — Come To Drift  
**Himmel Starluster EO Type-S:**  
 Complete Tour Basic 05 — Driftasia  
**Soldat Camp Raggio Type-S:**  
 Complete Tour Basic 06  
 — Mad Drift Disease  
**Absoluto Derota Fatalita Type-R:**  
 Complete Tour Pro 16 — Day Drifting  
**Himmel Galaga EO Type-R:**  
 Complete Tour Pro 17 — Rising Sun  
**Soldat Androgenesis Raggio Type-R:**  
 Complete Tour Pro 18  
 — Drift Is The Message  
**Absoluto Camp Fatalita Type-Z:**  
 Complete Tour EX 32 — The Type Is 4  
**Himmel Caplus EO Type-Z:**  
 Complete Tour EX 30  
 — Revolution For A Change  
**Soldat Gil&K Raggio Type-Z:**  
 Complete Tour Pro 23  
 — Mr Drift's Nightmare  
**Class 4**  
**Kamata Good Luck Fiera Type-S:**  
 Complete Tour Basic 08 — Tour De Ridge  
**Age Sky Kid Prophetie Type-S:**  
 Complete Tour Basic 07  
 — Drift Is The Teacher  
**Danver 8 Bayonet Type-S:**  
 Complete Tour Basic 09 — Bom Drift  
**Kamata Phozon Fiera Type-R:**  
 Complete Tour EX 25 — Day Drifting 2  
**Age Nebulasrayz Prophetie Type-R:**  
 Complete Tour EX 27 — Rising Sun 2  
**Danver Quox's Bayonet Type-R:**  
 Complete Tour EX 26 — Rave Racer  
**Kamata F/A Racing Fiera Type-Z:**  
 Complete Tour Pro 22 — Jupiter Drift  
**Age DigDug Prophetie Type-Z:**  
 Complete Tour EX 28 — Throbbing Drift Cat  
**Danver Baraduke Bayonet Type-Z:**  
 Complete Tour EX 31  
 — Show What You've Got  
**Class 5**  
**Age Quox's Abeille Type-S:**  
 Complete Tour Pro 10 — Fire Drifter  
**Gnade Galaxian Esperanza Type-S:**  
 Complete Tour Pro 11  
 — Gonna Make You Drift  
**Absoluto Toroid Bisonte Type-S:**  
 Complete Tour Pro 12  
 — Drift In The Silver Box  
**Age Warman Abeille Type-R:**  
 Complete Tour EX 27 — Rising Sun 2  
**Gnade Galaga Esperanza Type-R:**  
 Complete Tour EX 24 — Drift 8  
**Absoluto Camp Bisonte Type-R:**  
 Complete Tour Pro 16 — Day Drifting  
**Age Mappy Abeille Type-Z:**  
 Complete Tour EX 28 — Throbbing Drift Cat  
**Gnade Bosconian Esperanza Type-Z:**  
 Complete Tour EX 29 — Drift Any Mountain  
**Absoluto Solvalou Bisonte Type-Z:**  
 Complete Tour EX 32 — The Type Is 4  
**Class 6**  
**Absoluto Solvalou Fatalita Type-S:**  
 Complete Tour Pro 14 — Strings Of Drift  
**Himmel Nebulasray EO Type-S:**  
 Complete Tour Pro 13  
 — Block Rockin' Drifts  
**Soldat Bacura Raggio Type-S:**  
 Complete Tour Pro 15 — D Unlimited  
**Absoluto Grobda Fatalita Type-R:**  
 Complete Tour Pro 16 — Day Drifting  
**Himmel Bosconian EO Type-R:**  
 Complete Tour Pro 17 — Rising Sun  
**Soldat Hyper Knight Raggio Type-R:**  
 Complete Tour Pro 18  
 — Drift Is The Message  
**Absoluto Androgenesis Fatalita Type-Z:**  
 Complete Tour EX 32 — The Type Is 4  
**Himmel Galaxian EO Type-Z:**  
 Complete Tour EX 30

— Revolution For A Change  
**Soldat Duaga Raggio Type-Z:**  
 Complete Tour Pro 23 — Mr Drift's Nightmare  
**Special Class**  
**Kamata Angelus:**  
 Complete Tour 20 — Duel With Angelus  
**Soldat Crinale:**  
 Complete Tour 19 — Duel With Crinale  
**Namco Pac-Man:**  
 Complete Tour 21 — Eat Up Or Die  
**Namco New Rally-X:**  
 Complete all Basic and Pro Tours to view credits, then score over 50,000 points on New Rally-X game that appears while initially loading the game.  
**UNLOCKABLE TRACKS**  
**Seaside Route 765:**  
 Complete Tour Basic 01  
 — Everybody In The Drift  
**Ridge City Highway:**  
 Complete Tour Basic 02 — What Time Is Drift?  
**Sunset Drive:**  
 Complete Tour Basic 01  
 — Everybody In The Drift  
**Crystal Coast Highway:**  
 Complete Tour Basic 06  
 — Mad Drift Disease  
**Union Hill District:**  
 Complete Tour Basic 08 — Tour De Ridge  
**Lakeside Parkway:**  
 Complete Tour Basic 03 — Drift 202  
**Crimsonrock Pass:**  
 Complete Tour Basic 01  
 — Everybody In The Drift  
**Diablo Canyon Road:**  
 Complete Tour Basic 04 — Come To Drift  
**Midtown Expressway:**  
 Complete Tour Basic 04 — Come To Drift  
**Downtown Rave City:**  
 Complete Tour Pro 12  
 — Drift In The Silver Box  
**Greenpeak Highlands:**  
 Complete Tour Basic 06  
 — Mad Drift Disease  
**Silvercreek Dam:**  
 Complete Tour Pro 10 — Fire Drifter  
**Seaside Route 765 R:**  
 Complete Tour Basic 04 — Come To Drift  
**Ridge City Highway R:**  
 Complete Tour Basic 05 — Driftasia  
**Sunset Drive R:**  
 Complete Tour Basic 02  
 — What Time Is Drift?  
**Crystal Coast Highway R:**  
 Complete Tour Pro 14 — Strings Of Drift  
**Union Hill District R:**  
 Complete Tour Basic 09 — Bom Drift  
**Lakeside Parkway R:**  
 Complete Tour Basic 07  
 — Drift Is The Teacher  
**Crimsonrock Pass R:**  
 Complete Tour Basic 03 — Drift 202  
**Diablo Canyon Road R:**  
 Complete Tour Basic 06  
 — Mad Drift Disease  
**Midtown Expressway R:**  
 Complete Tour Basic 07  
 — Drift Is The Teacher  
**Downtown Rave City R:**  
 Complete Tour Pro 19 — Duel With Crinale  
**Greenpeak Highlands R:**  
 Complete Tour Basic 09 — Bom Drift  
**Silvercreek Dam R:**  
 Complete Tour Pro 13  
 — Block Rockin' Drifts  
**BONUS UNLOCKABLES**  
**Rage Racer P5one Intro FMV:**  
 Complete Tour EX 33 — Mile Plateaux  
**Ridge Racer Type 4 P5one Intro FMV:**  
 Complete Tour EX 34  
 — mmm... Sky Scrapers  
**2004 E3 Ridge Racer PSP Demo Movie:**  
 Complete Tour EX 35 — Drift Del Mar  
**Rave Racer Arcade Intro FMV:**  
 Complete Tour EX 36 — The City Is Yours  
**Machine Art #1:**  
 Complete Tour EX 37 — Rave Racer 2  
**Machine Art #2:**  
 Complete Tour EX 38 — Nightmares On Drift  
**Machine Art #3:**  
 Complete Tour EX 39 — Exit Planet Drift

**Infinite Health:** NERGETS  
**Infinite Webbing:** FILLMEUP  
**All Moves Purchased:** MYHERO  
**All Movies Unlocked:** POPPYCORN

**TIGER WOODS PGA TOUR**  
**UNLOCKABLE COURSES**  
**Emerald Dragon:** Win \$1 million.  
**Greek Isles:** Win \$1.5 million.  
**Paradise Cover:** Win \$2 million.  
**Sports Favorites:** Win \$5 million.  
**Mean8teen:** Win \$10 million.  
**Fantasy Specials:** Win \$15 million.  
**Hustler's Dream 18:** Beat The Hustler in Legend Tour.  
**Tiger's Dream 18:** Beat Tiger Woods in Legend Tour.

**THUG 2 REMIX**  
**PERFECT RAIL BALANCE**  
 From the main menu, select Game Options then Cheat Codes and enter **tightrope** as a code. Now start a game and pause, then select Game Options and Cheats to turn on the Perfect Rail Balance.

**OLD TONY**  
 From the main menu, select Game Options then Cheat Codes and enter **birdman** as a code. Start a Classic or Free Skate game, then select Secret Skaters to find THPS1 Tony Hawk.

**UNLOCKABLES**  
**Alien Doctor:** Complete Story mode on Normal.  
**Australian Cop:** Complete Every Classic mode goal on Sick.  
**Boat Captain:** Complete Story mode on Normal.  
**Vendor:** Complete Every Classic mode goal on Sick.  
**Canada — Tony Hawk 3 Stage:** Complete Story mode on Normal.  
**Corn Vendor:** Complete Every Classic mode goal on Sick.  
**German Cop:** Complete Every Classic mode goal on Sick.  
**German Drunk:** Complete Every Classic mode goal on Sick.  
**Horn Player:** Complete Every Classic mode goal on Sick.  
**Lost Soul 1:** Complete Story mode on Normal difficulty.  
**Lost Soul 2:** Complete Every Classic mode goal on Sick.  
**Metal Detector Man:** Complete Every Classic mode goal on Sick.  
**Neversoft Video:** Complete Every Classic mode goal on any difficulty.  
**Paulie Ryan:** Complete Story mode on Normal.  
**Pirate:** Complete Every Classic mode goal on Sick.  
**Pro Skater Stage:** Complete Story mode on Normal.  
**School — Tony Hawk 1 Stage:** Complete Story mode on Normal.  
**Shrek:** Story mode on Easy.  
**Skatopia Punk:** Complete Every Classic mode goal on Sick.  
**Space Monkey:** Complete Story mode on Easy.  
**The Hand:** Complete Story mode on Normal.  
**Zombie 2:** Complete Every Classic mode goal on Sick.

**TWISTED METAL: HEAD ON**  
**CHEAT CODES**  
 Enter these during play.  
**Invulnerable:** →, ←, ↓, ↑, [L+R]  
**Recharge Health:** Hold [L+R], press □, ○, △, ×  
**Infinite Ammo:** →, ←, ↓, ↑, [L+R]  
**Infinite Weapons:** Hold [L+R], press □, ×, ↓, ×  
**Killer Weapons:** →, ←, ↓, ↑, [L+R]  
**Mega Guns:** Hold [L+R], press □, ○, △  
**UNLOCKABLE VEHICLES**  
**ATV:** Complete Stage 4 of single-player Story mode with any character.  
**Axel:** Complete Russia mini-game.  
**Cousin Eddy:** Complete Stage 4 of single-player Story mode with any character.  
**Crimson Fury:** Complete Monaco mini-game.  
**Dark Tooth:** Complete single-player Story mode with any character.

**Hammerhead:** Complete Tokyo Rooftops mini-game.  
**Minion:** Complete the game on Hard difficulty with every character without dying.  
**Mr Slam:** Complete LA mini-game.  
**UNLOCKABLES**  
**Tower Tooth Challenge Stage:**  
 Complete Story mode with four characters on any difficulty.  
**Death Matches:** Complete mini-game in Tokyo Streets, Paris, Roman Ruins, Greece or Egypt stages to unlock Death Matches.  
**Different Endings:** Complete Story mode with a character to unlock their ending, which you can then view again at any time.

**V**  
**VIRTUA TENNIS: WORLD TOUR**  
**CHEAT CODES**  
 On the main menu, hold [L] while entering the following codes. A noise will confirm correct entry. Re-enter a code to disable it.  
**All racquets and clothing available (on Home screen)**  
 →, ←, ×2, ×3  
**Begin World Tour mode with \$1,000,000**  
 →, ←, ×2, ×3  
**Earn \$2,000 every week in World Tour mode**  
 →, ←, ×2, ×3, ○, △, ×  
**Sepia mode**  
 →, ←, ×2, ×3  
**Unlock all stadiums**  
 →, ←, ×2, ×3  
**Unlock the King and Queen players**  
 →, ←, ×2, ×3, ○, △, ×

**W**  
**WIPEOUT PURE**  
**UNLOCKABLES**

**Beta Tournament**  
 Complete the Alpha league with a Gold.  
**Ascension Tournament**  
 Complete the Beta league with a Gold rank.  
**Gamma & Decension Tournaments**  
 Get any medal for all four downloadable Gamma tracks.  
**Karbonis Track (Classic)**  
 Win a Gold medal on all eight Alpha and Beta league tracks.  
**Manor Top Track (Classic)**  
 Win 40 Gold medals.  
**Mandarshree Track (Classic)**  
 Win 60 Gold medals.  
**Medieval Team**  
 Win 70 Gold medals.  
**Zone Team**  
 Win Gold medals on all four Zone tracks.  
**Flash Craft Class**  
 Complete Alpha, Beta and Ascension leagues with a Gold rank.  
**Livery Craft Class**  
 Complete Ascension league in the Flash craft class.  
**Phantom Class**  
 Win a medal on Ascension league in the Flash craft class.  
**Gallery Art**  
 To see it, select Profile then Progress, then press [L] on any track you've got Gold on.  
**RANKINGS**  
 Your ranking is determined by how many Gold medals you've won:

Golds	Ranking	Golds	Ranking
0	Rookie	84	Master
12	Trainee	96	Ace
24	Amateur	108	Guru
36	Geek	120	Junkie
48	Enthusiast	32	Legend
60	Addict	144	Purist
72	Veteran		

**WORLD TOUR SOCCER: CHALLENGE EDITION**  
**UNLOCKABLES**  
 Spain 1950

Reach Euro Cup final.  
 England 1966  
 Score five goals in a single match.  
 Brazil 1970  
 Win all cups.  
 Holland 1974  
 Get five clean sheets in a row.  
 Italy 1982  
 Reach Asia & Oceania Cup final.  
 Cameroon 1990  
 Reach African Cup final.  
 Germany 1990  
 Reach the Americas Cup final.  
 France 1998  
 Get three clean sheets in a row.  
 '50s Real Madrid  
 Reach South American Cup final.  
 '60s Celtic  
 Get MVP award in tournament.  
 Milano  
 Win Euro Cup.  
 '70s Ajax  
 Reach World Tournament final.  
 '70s Liverpool  
 Get most goals in tournament.  
 '70s New York  
 Any player scores a hat-trick.  
 '80s Turin J  
 Reach the Euro Cup final.  
 World Superteam  
 Win World Tournament.  
 Euro Superteam  
 Win Euro Cup.  
 South American Superteam  
 Win S. American Cup.  
 North American Superteam  
 Win Americas Cup.  
 African Superteam  
 Win African Cup.  
 Asia & Oceania Superteam  
 Win Asia & Oceania Cup.  
 Classic Ball  
 Reach World Tournament semi-final.  
 Super Ball  
 Start Euro Club Cup.  
**EXTRA STADIUMS**  
 Win each Challenge to unlock the next stadium in the list.

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 Juiced  
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 LMA Manager 2005  
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 Max Payne  
 Mercenaries: Pof Destruct.  
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 Midnight Club 3: DUB Ed.  
 Mortal Kombat: Deception  
 Mortal Kombat: Shaolin M.  
 Naval Op:Warship Gunner  
 Need for Speed: Undergr.2  
 Prince of Persia: S. of Time  
 Prince of Persia: W.Within  
 Pro Evolution Soccer 4  
 Pro Evolution Soccer 5  
 Punisher  
 Res. Evil: Outbreak File #2  
**Resident Evil 4\***  
 Resident Evil: Outbreak  
 San Andreas, GTA  
 Seek and Destroy  
 Silent Hill 2

Silent Hill 4: The Room  
 Simpsons: Hit & Run  
 Simpsons: Road Rage  
 Sims in the City  
 Spider-Man: The Movie 2  
 Spider-Man: Ultimate  
 Splinter Cell 3: C. Theory  
 SSX On Tour  
 Star Wars Episode III  
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 Suffering: Ties That Bind  
 Syphon Filter: Omega St.  
 The Matrix  
 The Punisher  
 The Sims 2\*  
 The Suffering: Ties T. Bind  
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 Tony Hawk's Underground  
**Tony Hawk's Am. Waste.**  
 Total Overdose  
 True Crime 2\*  
 Ultimate Spider-Man  
 Urbz: Sims in the City  
**Warriors**  
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 Worms 3D  
 WWE Smackdown vs Raw  
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 Yu-Gi-Oh! Cap.Mon.Col.  
 50 Cent: Bulletproof\*

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Ace Combat 5: Sq. Leader  
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Alias  
Aliens vs Predator: Extinct.  
Alone in the Dark 4  
America's 10 Most Wanted  
Angel of Darkness  
Arc the Lad: Twilight of Sp.  
Area 51  
Athens 2004

**B = 02**  
Baldur's Gate: D.Alliance 2  
Baldur's Gate: Drk.Alliance  
Batman Begins  
Beatdown: F. of Vengeance  
Big Mutha Truckers 2  
Brian Lara Int. Cricket '05  
Britney's Dance Beat  
Broken Sword 3: S. Dragon  
Brothers in Arms  
**Brothers in Arms: E.I.B.**  
Buff 2: Chaos Bleeds  
Burnout 3: Takedown  
Burnout Legends  
Burnout Revenge

**C = 03**  
Call of Duty: Finest Hour  
Clock Tower 3  
Club Football 2005  
Colosseum: Rd. to Freedom  
Conflict: Desert Storm 2  
Conflict: Global Storm  
Conflict: Vietnam  
Constantine  
Crash B'oot: Wr. of Cortex  
Crash Tag-Team Racing\*

**D = 04**  
Dark Cloud 2  
Darkwatch

Def Jam: Fight for NY  
Delta Force: B. Hawk Down  
Destroy All Humans  
Devil May Cry 2  
Devil May Cry 3  
Die Hard: Vendetta  
Dragon Ball Z: Budokai  
Dragon Ball Z: Budokai 2  
Dragon Ball Z: Budokai 3  
Dragon Ball Z: Sagas  
DRIV3R  
Dynasty Warriors 2  
Dynasty Warriors 3  
Dynasty Warriors 4

**E = 05**  
Ecco the Dolphin  
Enter the Matrix  
Escape from Monkey Island  
Everybody's Golf  
Everything or Nothing: 007  
Fahrenheit  
Fantastic 4  
FIFA 2003  
FIFA 2004  
FIFA 2006  
FIFA Football 2005  
FIFA Street Soccer  
Fight Night Round 2  
Final Fantasy X  
Final Fantasy X-2  
Formula 1 2005  
Full Spectrum Warrior

**F = 06**  
Fahrenheit  
FIFA 2003  
FIFA 2004  
FIFA 2006  
FIFA Football 2005  
FIFA Street Soccer  
Fight Night Round 2  
Final Fantasy X  
Final Fantasy X-2  
Formula 1 2005  
Full Spectrum Warrior

**G = 07**  
Getaway  
Getaway 2: Black Monday  
Ghost Hunter  
Ghost Recon 2  
God of War  
Goldeneye: Rogue Agent

Gran Turismo 3  
Gran Turismo 4  
Grand Theft Auto 3  
Grand Theft Auto: L.City S.  
Grand Theft Auto: San A.  
Grand Theft Auto: Vice City

**H = 08**  
H.Potter & Chamber of Sec.  
H.Potter & Pris. of Azkaban  
H.Potter: Quidditch W. Cup  
Haunted Mansion  
Hunting Ground  
Headhunter: Redemption  
Hitman 3: Contracts

**I = 09**  
Inc. Hulk: Ult. Destruction  
Incredibles  
Indiana Jones: Emp. Tomb

**J = 10**  
Jak 2: Renegade  
James Bond 007: Nightfire  
James Bond: E. or Nothing  
Juiced  
Jurassic Park: Op. Genesis

**K = 11**  
Kessen 3  
Killzone  
Kingdom Hearts

**L = 12**  
L.A. Rush  
Lara Craft: A. of Darkness  
Legacy of Kain: Defiance  
Lego Star Wars  
Leisure Suit Larry: M.C.L.  
LMA Manager 2004  
LMA Manager 2005  
Lord of the Rings: 3rd Age  
Lord of the Rings: F. of Ring  
Lord of the Rings: R. of King  
Lord of the Rings: T.Towers

**M = 13**  
Mace Griffin Bounty Hunter  
Madagascar  
Mafia  
Manhunt  
Marvel Nemesis: R.O.T.I.  
Marvel vs Capcom 2  
Max Payne  
Max Payne 2  
Medal of Honor: Euro. Ass.  
Medal of Honor: R. Sun  
Mercenaries: Pof Destruct.  
Metal Gear Acid  
Metal Gear Solid 2  
Metal Gear Solid 3 S.Eater  
Midnight Club 2  
Midnight Club 3: DUB Ed.  
Mortal Kombat: Deadly All.  
Mortal Kombat: Deception  
Mortal Kombat: Shaolin M.  
MTX MotoRax  
MX Unleashed  
MX vs ATV Unleashed

**N = 14**  
Naval Op:Warship Gunner  
Need for Speed: Undergr.  
Need for Speed: Undergr.2  
NFS Underground: Rivals  
No One Lives Forever

**O = 15**  
Obscure  
Onimusha 3: Demon Siege

**P = 16**  
Playboy: The Mansion  
Predator: Concrete Jungle  
Primal  
Prince of Persia: S. of Time  
Prince of Persia: W.Within  
Prisoner of War  
Pro Evolution Soccer 4  
Pro Evolution Soccer 5

Project Snowblind  
Project Zero  
Project Zero 2  
Psi-Ops: Mindgate Cons.  
Punisher

**R = 18**  
Ratchet & Clank  
Ratchet & Clank 2  
Ratchet & Clank 3  
Rayman 2: Revolution  
Rayman 3  
Red Dead Revolver  
Res. Evil: Code Veronica X  
Res. Evil: Outbreak File #2  
**Resident Evil 4\***  
Resident Evil: Dead Aim  
**Resident Evil: Outbreak**  
Ridge Racers  
Rise to Honor  
Robot Wars  
Rocky  
Run Like Hell  
Rune: Viking Warlord

**S = 19**  
San Andreas, GTA  
Scooby Doo: 100 Frights  
Scooby Doo: Mys. Mayhem  
Second Sight  
Seek and Destroy  
Serious Sam: N. Encounter  
Shadow of Rome  
ShellShock Nam '67  
Silent Hill 2  
Silent Hill 4: The Room  
Simpsons: Hit & Run  
Simpsons: Road Rage  
Sims  
Sims in the City  
SOCOM 2: US Navy Seals  
SOCOM: US Navy Seals  
Sonic Gems Collection

Sonic Heroes  
Sonic Mega Collection Plus  
Spider-Man: The Movie  
Spider-Man: The Movie 2  
Spider-Man: Ultimate  
Splinter Cell  
Splinter Cell 3: C. Theory  
Spyro: A Hero's Tail  
SSX On Tour  
Star Ocean: End of Time  
Star Trek: Shattered Univ.  
Star Wars Episode III  
Star Wars: Battlefront  
Star Wars: Bounty Hunter  
Star Wars: Lego Star Wars  
Stargate: The Ark of Truth  
Stargate: The Ark of Truth 2  
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Stargate: The Ark of Truth 20

**T = 20**  
Tekken 5  
Tenchu: Fatal Shadows  
Terminator 3: R. of Machines  
Terminator 3: Redemption  
Terminator: Dawn of Fate  
The Getaway 2 B. Monday  
The Incr. Hulk: Ult. Destr.  
The Matrix  
The Punisher  
The Sims 2  
The Sims: Bustin Out  
The Suffering: Ties T. Bind  
The Thing  
Thirteen (XIII)  
Tiger Woods Golf 2005  
Tiger Woods PGA Tour 06  
Tom Raider: Angel of Drk.

Tony Hawk's Pro Skater 4  
Tony Hawk's Un. 2 Remix  
Tony Hawk's Undergr. 2  
Tony Hawk's Undergr.  
**TONY HAWK'S: A. WASTE**  
Total Overdose  
Transformers  
True Crime 2  
True Crime: Streets of LA  
TT Superbikes

**U = 21**  
Ultimate Spider-Man  
Urban: Sims in the City

**V = 22**  
Van Helsing

**W = 23**  
War on Terror  
**Warriors**  
Way of the Samurai 2  
Wild Arms 3  
World Snooker Champ. '05  
World Tour Soccer: Ch. Ed.  
Worms 3D  
Worms 4: Mayhem  
WWWE Smackdown vs Raw  
WWWE Smackdown 3: J.B.I.  
WWWE Smackdown 4: SYM  
WWWE Smackdown 5: HCTP

**X = 24**  
X-Files: Resist or Serve  
XIII (Thirteen)  
X-Men Legends  
X-Men Legends 2: R.O.A.

**Y = 25**  
Ys: The Ark of Napishtim  
Yu-Gi-Oh! Duel. of Roses  
Yu-Gi-Oh! Cap.Mon.Col.

**Z = 26**  
Zoo Tycoon 2  
Zoo Tycoon 3  
Zoo Tycoon 4  
Zoo Tycoon 5  
Zoo Tycoon 6  
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